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Issue 44

# PowerStation

## PlayStation A-Z OF Tip

ALL THE SECRETS & CHEATS IN THE FINAL  
PART OF OUR WALK-THRU SOLUTION

# TOMB RAIDER

## THE LAST REVELATION

### READY 2 RUMBLE

ALL THE MOVES & SECRET FIGHTERS

### VIGILANTE 8: 2ND OFFENSE

EXCLUSIVE MAPPED SOLUTION

THE COMPLETE WALK-THRU GUIDE

### DISCWORLD NOIR



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thieve all  
the items.



How to hang  
out with  
dubious chicks.



Something  
stinks and it's  
not our solution!



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face your own  
demons.

ALL THE SECRETS  
REVEALED ON  
PAGE

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44

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# CHEATS

## PLAYSTATION

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### A-F

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A Bug's Life  
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Actua Ice Hockey  
Actua Soccer 1, 2 & 3  
Adidas Power Soccer 1 & '98  
Adventures of Menion  
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Agile Warrior  
Air Combat  
Air Race Championship  
Akuj the Heartless  
Alien Trilogy  
All Star Tennis  
Alone in the Dark  
Alundra  
Andretti Racing  
Anne Kournikova Tennis  
Ape Escape  
Apocalypse  
Area 51  
Arkanoid Returns  
Armoured Core & Project Phantasma  
Assault Retribution  
Assault Rigs  
Asterix  
Asterix: The Lost Tale  
A-Train  
Auto Destruct  
Ayrton Senna: Kart Duel 2  
Azure Dreams  
B Movie  
Ball Blazer: Champions  
Batman and Robin  
Batman Forever  
Battle Arena Toshinden 1, 2 & 3  
Battle Stations  
Beast Wars: Transformers  
Big Air  
Bio Freaks  
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Bliss Chamber  
Bliss Radius  
Blasto  
Blazing Dragons  
Blood Dinen  
Bloody Roar 1 & 2  
Bomberman World & Fantasy Race  
Brahma Force  
Breath of Fire 3  
Brian Lara Cricket  
Broken Sword & Broken Sword 2  
Bubble Bobble  
Bubsy 3D  
Bugs Bunny: Lost in Time  
Burning Road  
Bushido Blade & Bushido Blade 2  
Bust A Groove  
Bust A Move 1, 2, 3 & 4  
Capcom Generations 1 & Volume 2  
Cardinal Syn  
Carnage Heart  
Casper

Castlevania: Symphony of the Night  
Castrol Honda Superbike  
Cheesy  
Chronicles of the Sword  
Circuit Breakers  
Civilisation 2  
Clock Tower: Ghost Head  
Colin McRae Rally  
Colonization  
Colony Wars & Colony Wars Vengeance  
Command & Conquer  
Command & Conquer: Red Alert & Retaliation  
Constructor  
Contra: Legacy of Wars  
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Counter Crisis  
Crash Bandicoot 1, 2 & 3  
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Crime Killer  
Critical Depth  
Criticon  
Croc & Croc 2  
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Cyberia  
Cyberlead  
Cyberspeed  
D  
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Dragonball Z: Ultimate Battle 22  
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Duke Nukem: Time to Kill & Total Meltdown  
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Earthworm Jim 2  
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Eliminator  
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Everybody's Golf  
Evil Zone  
Excalibur 2555 A.D.  
Erector  
Exhumed  
Explosive Racing  
Extreme 2  
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Fantastic Four  
Felony 11-79  
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Fifth Element  
Fighter's Impact

Fighting Force  
Final Doom  
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Firestorm  
Firo and Klawd  
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Future Cop: L.A.D.

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Grand Theft Auto 1, 2 & London 1969  
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Hord Edge  
Hordcore 4 X 4  
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Herc's Adventure  
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Hornie Hopperhead  
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Hot Shots Golf  
Hugo  
Hybrid  
Hyper Formation Soccer  
Impact Racing  
In The Hunt  
Incredible Hulk  
Independence Day  
Indy 500  
International Superstar Soccer Deluxe  
International Track and Field  
Iron & Blood: Warriors of Ravenclaw  
Iron Man: X-O Manowar in Heavy Metal  
ISS Pro '98  
J. McGrath Super Cross '98  
Jersey Devil  
Johnny Bezeokotene  
Jonah Lomu Rugby  
Jumping Flash 1 & 2  
Kensei Sacred Fist  
Kleok: The DNA Imperative  
King of the Fighters '95 & '96  
Kingfield  
KIND Crossfire  
Klonea  
Knockout Kings  
Krazy Ivan  
Kula World

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Legend of Legia

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Libero Grande  
LifeForce Tenka  
Livesire  
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Lucky Luke  
Lunar Silver Star Story  
Machine Hunter  
Madden NFL '98, '99 & 2000  
Magic Carpet  
Magic Gathering: Battle Mage  
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Mass Destruction  
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Mech Warrior 2  
MediEvil  
Megaman X4  
Men In Black  
Metal Gear Solid & Special Missions  
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Mobile Suit Gundam  
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Myst  
N2O  
Nagano Winter Olympics  
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Newman Haas Racing  
NFL Comedy & NFL Xtreme 2  
NHL '98 & '99  
NHL Breakaway '98  
NHL Face Off '97 & '98  
Nightmare Creatures  
Ninja  
Novastorm  
Nuclear Strike  
ODT  
Off World Interceptor Extreme  
Dgra Battle  
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One  
Overblood  
Overboard  
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Parappa the Rapper  
Parasite Eve  
Parodius Deluxe  
Peak Performance  
Perfected Weapon  
Pitfall 3D  
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Pocket Fighter  
PO'ed  
Pool Hustler  
Pool Shark

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Project Overkill  
Pyroblast  
Psychic Force  
Puchi Carat

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Road Rash & Road Rash 30  
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San Francisco Rush  
Shadow Gunner  
Shadowmen  
Shadowmaster  
Sheleshack  
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Skull Monkeys  
Sled Storm  
Small Soldiers  
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South Park  
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Space Jam  
Spawn  
Speed Freaks  
Speedster  
Space World  
Spider  
Sports Car GT  
Spot Goes To Hollywood  
Spyro the Dragon  
Star Fighter 3000  
Star Gladiators  
Star Wars: Episode 1-The Phantom Menace  
Star Wars: Master of Kesai  
Starwinder  
Steel Harbinger  
Steel Reign  
Street Fighter Alpha 1, 2, 3 & EX Plus Alpha  
Street Fighter Collection 2  
Street Fighter: The Movie  
Street Racer  
Street Sk8er  
Sukkuden  
Super Puzzle Fighter 2 Turbo  
Swagman  
Syndicate Wars  
Syphon Filter  
T'chi Fu  
Tekken 1, 2 & 3  
Tempest X3  
Tenchu

Tennis Arena  
Test Drive 4, 5 & Off Road  
The Lost World  
Theme Hospital  
Theme Park  
Three Lions  
Thrill Kill  
Tiger Shark  
Tiger Woods  
Time Commands  
Time Crisis  
Tobol No. 1 & 2  
TOCA 1 & 2  
Tokyo Highway Battle  
Tomb Raider 1, 2, 3 & 4  
Tomba  
Tommi Mokkila Rally  
Tony Hawk's Pro Skater  
Top Gun  
Total Drivin'  
Total NBA & Total NBA '97  
Transport Tycoon  
Trash It  
Treasures of the Deep  
Triple Play 2000  
Tunnel 81  
Twisted Metal 1, 2 & 3  
UEFA Champions League  
UFO: Enemy Unknown  
Ultimate Battle 22  
Ultimate Doom  
Ultraman &  
Ultramondyne  
Ultraman Fighting  
Evolution  
Um Jammy Llammy  
Unholy War  
Uprising X

### V-Z

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Victory Boxing 1 & 2  
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Wild Arms  
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Wipeout, Wipeout 2097 &  
Wipeout  
World Cup 98  
World League Soccer 98  
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X Games Pro Boarder  
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X2  
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## QUICK START



020

**TOMB  
RAIDER**  
THE LAST REVELATION

JEWEL 2 RUMBLE

THE COMPLETE WAR TORN DISCWORLD NOIR

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006

## CHEATS

TURN TO PAGE 6 NOW  
TO DISCOVER BRAND-NEW  
CHEATS, CODES AND SECRETS  
FOR ALL THESE GAMES:

TOMB RAIDER IV • G-POLICE 2  
BUGS BUNNY • MEDAL OF HONOR  
TOMORROW NEVER DIES  
LMA MANAGER • NHL 2000  
WARPATH: JURASSIC PARK  
DEMOLITION RACER  
FORMULA 1 '99  
CYBER TIGER

## CONTACT POWERSTATION

TELEPHONE 01202 299000  
(NO TIPS REQUESTS PLEASE - SEE PAGE  
6 FOR DETAILS OF THE NEW HOTLINE)

FAX 01202 299955

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VISIT POWERSTATION ONLINE  
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# CODES



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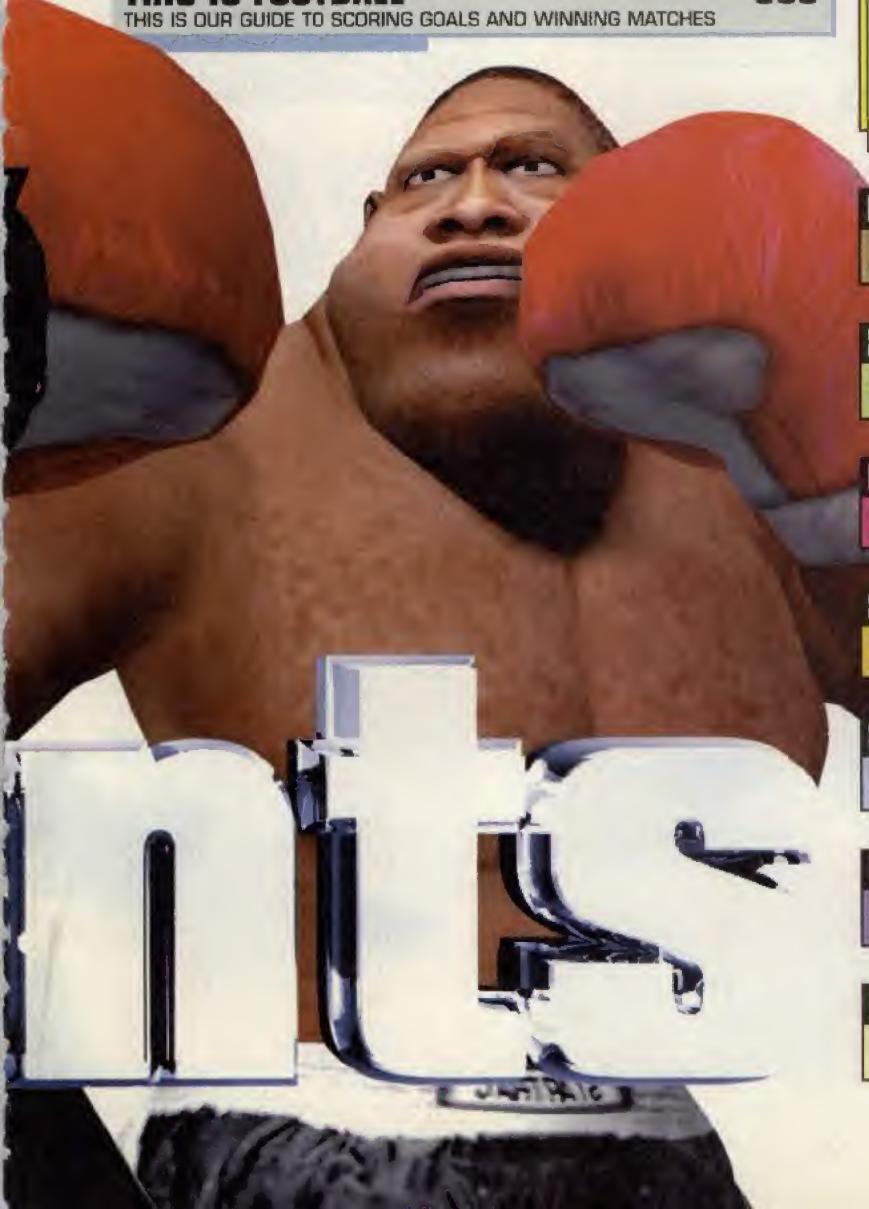
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THIS IS OUR GUIDE TO SCORING GOALS AND WINNING MATCHES



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## PowerStation

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CHEATS NEWS NETWORK

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## CHEATS NEWS NETWORK

All The Very Latest PlayStation Cheats And Codes

If there's a **new cheat**, we'll have it crammed into our **hot-off-the-press** news section. Remember, you can send your cheats in to 'CNN' at the usual *POWERSTATION* address – the best ones now win an **Xplorer FX cheat cartridge**.

**STOP PRESS!**

# TOMB RAIDER IV

THE LAST REVELATION

Yes, here they are... the cheats that everyone's been waiting for. And thankfully they're easier to enter than on previous *Tomb Raider* games.

**LEVEL SKIP**

Face north within 1 degree [hint: to do this easily, climb north to a ledge – or climb south and roll over], then go to the inventory and highlight Load. Press L1 + L2 + R1 + R2 +  $\downarrow$ . Exit from the inventory to skip a level.

**ALL WEAPONS**

Face north within 1 degree, then go to the inventory and highlight the Small Medipack. Press L1 + L2 + R1 + R2 +  $\downarrow$ . Exit from the inventory, then reselect it to find all the weapons and unlimited ammo. Note: This doesn't work on the first two training levels. Also, it doesn't give you the Laser Sight (you need to get it from Alexandria).

**ALL ITEMS**

Face north within 1 degree, then go to the inventory and highlight the Large Medipack. Press L1 + L2 + R1 + R2 +  $\downarrow$ . Exit from the inventory, then reselect it to find all the items (keys and so on) for the current level.



## INTERNET SITE

<http://totalgames.net>

If you're hooked up to the Internet, check out our brilliant videogames Web site! Total Games Network™ (TGN) offers daily news, reviews, features, hints & tips, competitions and special offers for PlayStation, PC



Nintendo 64, Dreamcast and more.

Produced by Paragon Publishing, the company behind *POWERSTATION*, *Play 64 Magazine*, *64 Solutions* and *PC Player*, TGN boasts over 5,000 pages of content – which includes the most comprehensive reviews and hints & tips databases available on the Internet for the PlayStation and Nintendo 64. You can enter competitions, mail us your views, vote in our regular surveys, and even subscribe to *POWERSTATION*.

## BUGS BUNNY LOST IN TIME

WHAT'S UP DOC?

**WINNER** We've actually had these codes for a while, but they didn't seem to work. However, Jon Lawrence of Pudsey has discovered how to enter them properly.

**IN-GAME CODES**

Enter the following codes during play (without pausing) while holding R1 + L2.

**Full Regular Carrots**

$\times, \square, R2, L1, \circ, \times, \square, \square, \triangle$

**Full Abilities**

$\times, \square, R2, L1, \circ, \times, \square, \triangle, \square$

**Full Level Open**

$\times, \square, R2, L1, \circ, \times, \square, \square, \square$

**Full Energy**

$\times, \square, R2, L1, \circ, \times, \square, \triangle, \square$

**Extra Key**

$\times, \square, R2, L1, \circ, \times, \triangle, \square, \square$

**See Completed Game Ending**

$\times, \square, R2, L1, \circ, \times, \triangle, \square, \square$

**See Incomplete Game Ending**

$\times, \square, R2, L1, \circ, \times, \triangle, \square, \square$



# CHEATS NEWS NETWORK

CNN

## TOMORROW NEVER DIES

### SECRET CODES



The name's Kitson, **Dave Kitson** – for supplying us with these new codes, the top secret agent from Norwich wins an Xplorer FX straight from Q's lab.

#### PAUSE CODES

To enter the following codes, pause the game during play. To confirm correct entry, the game will automatically freeze.

#### INVISIBLE BUILDINGS

Select x2, o2, Select x2, □ x2

Note: Re-enter this code to make the buildings visible once more.

#### DEBUG INFO

Select x2, o2 x2, L2, R2, L2

Lots of numbers etc will appear on screen.

Note: To disable this feature, enter Select(2), Circle(2), R2, L2, R2 as a code.

#### REMOVE ON-SCREEN DISPLAYS

Select x2, o2 x2, □, □, Select

Note: Re-enter this code to restore displays.

#### VIEW BOUNDARIES

Select x2, o2 x2, □ x2, □ x2

The boundaries that Bond can move within are indicated by green/red lines. This is particularly useful when skiing.



Note: Re-enter this code to make the boundaries disappear.

#### CHEAT CAMERA

Select x2, o2 x2, R2 x2

Camera controls:

D-pad = rotate/tilt view

R1/L1 = forward/back

L2/R2 = pan left/right

T/X = pan up/down

Note: Re-enter this code to return to normal view.



## DIRECT HELPLINE!

Tips Hotline: 5pm-6pm, Mon-Fri

Tel: 01202 200240

Password: Fat Andy (valid until 10/02/00)

We apologise for the technical problems we've had with our hotline recently, but it's now up and running. Our manned helpline is available for any queries you have regarding our cheats and guides. Before calling, however, please note the following points:

1. We regret that we can only proceed with your call if you supply us with the correct current password (as printed above).
2. We can only give out information on games that we have actually covered in the magazine – we're not psychic, you know.
3. The Tips Hotline is only open between 5pm and 6pm, Monday to Friday. We regret we cannot answer tips calls at any other time – so please don't phone before 5pm!
4. The hotline can get very busy, so if you can't get through first time, please try again a few minutes later.

## NBA LIVE 2000

### JUMP SHOT

A high-five to Wes Curtin from Manchester for these two tips for EA's latest basketball bonanza.

#### MICHAEL JORDAN

Defeat Michael Jordan in One-On-One mode at Superstar level to unlock him on the Roster.

#### ISAIAH THOMAS

Get 15 steals in a game at Superstar level to unlock him on the Roster.

### OUT NOW

#### PLAYSTATION SSS VOL.7



PlayStation SSS Volume 7 [ISBN 1-84179-010-8] is now available from all good newsagents and bookshops, priced £9.99. Its 212 pages are packed with the best PowerStation guides from the last few months, inc. *Soul Reaver*, *Driver*, *Wip3out*, *Silent Hill*, *WWF Attitude*, *Croc 2*, *Syphon Filter* and many more.

## UM JAMMER LAMMY

### PLAY THAT GUITAR

Once you've played like Hendrix to unlock this secret, you'll be dancing with joy.

#### SPECIAL MENU

Complete every level in the game, including the bonus Lammy and Parappa levels (see Databurst). A new 'Special' option will appear on the title screen: select it for a new menu enabling music to be played while you control the dancing of the game characters!

### OUT NOW

#### PLAY #57



Play issue #57 [ISSN 1358-9474] features a massive work-in-progress report on *Gran Turismo 2*, along with *Colin McRae Rally 2*, *Tekken Tag Tournament*, and *Resident Evil 3*. Plus reviews of the latest titles including *Medal Of Honor*, *Fighting Force 2*, *Tomorrow Never Dies*, *Space Debris*, *Worms Armageddon*, *Xena: Warrior Princess*, and *Discworld Noir*.

The best unofficial PlayStation Mag ever

## PlayStation PRO MAGAZINE

ISSUE 44

£2.99



### EXCLUSIVE REVIEW

Square steps into the 3-D beat-'em-up arena with the Final Fantasy crew

**Erhgeiz**  
on sale 20th January



# WARPATH: JURASSIC PARK

ROAR AHEAD

When massive dinosaurs go on the rampage, most folks would run for their lives, but the PowerStation crew risked their lives to bring you these secrets.

**CHOICE & SURVIVOR MODES**  
Complete Arcade mode on Easy difficulty setting with any dinosaur. Choice and Survival modes will appear on the main menu.  
Hint: To save time, set rounds to one and time to 30 seconds.

**BONUS CHARACTERS**  
Complete Arcade mode using each standard dinosaur. Every other completion will unlock a bonus character. A total of six extra dinosaurs can be unlocked.



1. Use any dinosaur in order to defeat all eight opponents in Arcade mode.

2. Upon defeating the last dinosaur, this message will appear on-screen.

3. There are two new modes on the main menu: Team and Survival.

#### EXHIBITION MODE

Complete Arcade mode with eight regular and five bonus characters to unlock Exhibition mode on the main menu.

#### BONUS FMV SEQUENCE

Complete Arcade mode with all 14 characters to view an FMV sequence featuring dinosaurs.

#### ALTERNATE APPEARANCE

Complete Survival mode to unlock an alternate appearance for the dinosaur used. Press **△** at the character selection screen to change appearance.

#### INVULNERABILITY

Complete Survival mode without using any continues to unlock the Invulnerability option.

# G-POLICE 2

YOU'RE NICKED

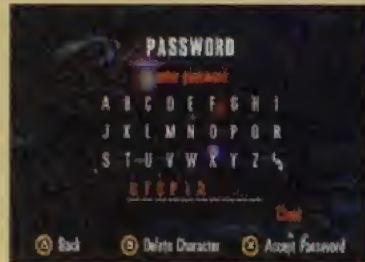
A big thanks to Mr R Ozzer for illegally supplying us with these thief-taking codes for Sony's super sequel.

#### ALL SECRETS

Enter UTOPIA as a password to unlock all 15 bonus missions, FMV sequences, music test, and art gallery.

#### LEVEL SELECT

Enter PLINTH as a password to unlock all 30 standard missions and Credits sequence.



1. Select Options, then Password to enter the UTOPIA code.

2. Go to the Database screen to find all the bonus stuff unlocked.

# CHOCOBO RACING

THEY'RE OFF

The official UK release date still hasn't been confirmed, but here are some secrets for the import version.

#### BAHAMUT CLASS

In Grand Prix mode, finish first in every stage to get the crown for that stage and class. Collect all the crowns for both Chocobo and Behemoth classes (including the FFVIII track) to unlock Bahamut class.

#### MIRRORED TRACKS

In Grand Prix mode, collect all the crowns in Bahamut class (including the FFVIII track) to unlock the Mirror Mode option.

#### BONUS CHARACTERS

Complete Story mode three times to unlock the first bonus character. Every further completion earns another character. To select a bonus character, highlight Squall on the character select screen and press the button(s) indicated below.

x3	Cid	L1
x4	Mumba	L2
x5	Cloud	R1
x6	Cactuar	R2
x7	Aya (Parasite Eve)	L1 + L2
x8	SD-Style Chocobo	R1 + R2
x9	Iben Super Airship	L1 + R1
x10	Jack	L2 + R2



# LMA MANAGER

NEW SIGNING

Thanks to the mysterious Phil M of Sunderland for the first of these extra codes for Codemasters' excellent footie management game.

#### EXTRA/CORRECTED CODES

Enter the following codes (where ' ' = space) as your manager's name to hear a cheer.

Fly Around Stadium

PRIVATE\_JET

On the match highlights, you can fly around the stadium with the D-pad and these controls:

△/X .....forward/back  
L1/L2 .....pan right/left  
R1/R2 .....shift up/down

Sunny Weather On All Days

FACTOR\_25

Auto Tactics Selection

BACKSEAT\_MANAGER

Best tactics and formation are automatically selected.

Note: We printed this code wrong previously - 'BACKSEAT' is one word.



1. Enter your manager's name as 'Private Jet' to hear a cheer.



2. When you reach the match highlights, you can fly around the stadium.

# RESIDENT EVIL 3

EPISODES

Complete the game on Hard level to unlock Epilogues. These are brief biographies of each character in the entire Resident Evil series. Getting better ratings can unlock the other epilogues: there are eight in total.

# FORMULA 1'99

ON TRACK

Thanks to Daniel Rushent from Bristol for this first secret for F1 '99. If anyone discovers any more, please send them in.

#### BONUS TRACK

Complete and win the Grand Prix Championship on Easy level in order to unlock the Monaco Nights track in Single Race mode.

**NHL 2000****HIT THE ICE**

You'll have some jolly hockey fun with these cool tips for EA's ice-cold extravaganza.

**SUPER PLAYERS**

Go to the Create Player screen and enter either Peter Forsberg or Joe Sakic as a name (don't worry about the case). Answer Yes to use his ratings.



1. Enter the relevant first name and surname (don't worry about the case).

then adjust them as needed. Return to the previous screen to change his name, but don't change any other setting.

**SUPER GOALIE**

Go to the Create Player screen and enter Patrick Roy as a name, then answer Yes to use his ratings.



2. Answer Yes to use the ratings of the player in the database.

**MEDAL OF HONOR**  
*WAR SECRETS*

Zis is Nighthawk calling London... Our friend in Berlin has wired ze following information to help ze war effort.

**CHEAT CODES**

Go to the Options screen, then select Password to enter each of these codes on the Enigma machine - which will flash green. Each cheat effect (except Captain Dye Mode) will appear on the Secret Codes screen and can be toggled on/off.

MDSTMEDALS .....Audie Murphy (Invincibility)  
BACDOPSHOW .....Infinite Ammo  
ICOSIDODEC .....4x Firing Rate  
GOBLUE .....Reflecting Shots  
TRACERON .....Wireframe Mode  
SPRECHEN .....American Movie Mode (Germans speak English)  
DENNISMODE .....Nifty Multiplayer Power-Ups  
CAPTAINDOYE Captain Dye Mode (health doesn't revert to 100% at start of each stage; different path to acquiring secret commendations and multiplayer characters)

**SECRET PICTURES**

Enter the following passwords to see some interesting photos and artwork.

COOLCHICK Lynn Henson (lead game designer) as a child  
AJRULLES Adrian Jones (technical designer) as a child

DWIMOHOTEAM Secret Team Gallery (press X to advance)

OWGIRL .....Secret Staff Photo Gallery

**MULTIPLAYER CHARACTERS**

Enter the following passwords to unlock secret uniforms in Multiplayer mode.

WOOFWOOF .....Bismarck The Dog  
BIGFATMAN .....Evil Colonel Müller  
GUNTHER .....Günther  
BEACHBALL .....Nash  
HERRZOMBIE .....Otto  
ROCKETMAN .....Werner von Braun  
PAYBACK .....William Shakespeare

FINESTHOUR .....Winston Churchill  
HOODUP .....Wolfgang  
SSPIELBERG .....Velociraptor

**MISSION PASSWORDS**

After entering these, go to War Records and select Mission Log to find the unlocked missions.

2 .....ZERSTOREN  
3 .....BOOTSINKT  
4 .....SENGAS  
5 .....SCHWERES  
6 .....SICHERUNG  
7 .....GESAMTHEIT

**HISTORY & MAKING PASSWORDS**

These unlock the History and Making Of features for the levels in the Gallery option.

Mission 1 .....INVASION  
Mission 2 .....BIGGRETA  
Mission 3 .....DASBOOT  
Mission 4 .....STUKA  
Mission 5 .....KOMET  
Missions 6 & 7 .....TWOSIXTWO  
Mission 8 .....VICTORYDAY

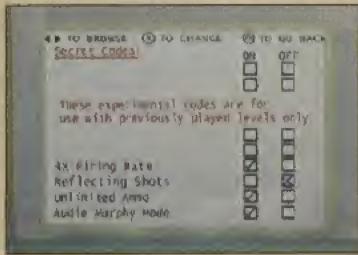
**UNKNOWN CODES**

The following codes make the Enigma machine flash green, but we currently don't know what effects they have. If you know any, please write in and tell us.

RETTUNG  
EINSICKERN  
JIMMY  
ROBBIE  
MANON  
ULF  
HELMUT  
HEINRICH  
SMPSONMILK



1. On the Password screen, enter the code to make the Enigma machine flash green.



2. Go to the Secret Codes screen to toggle the special cheat effects on and off.

**CYBER TIGER**  
*HOLE IN ONE*

A drink at the 19th hole to a Mr T Woods for sending us these top-hole tips for EA's cute golfing game.

**BONUS CLUBS**

Make an eagle (two under par) on any hole to get the forged irons. Make three birdies in a row to get the rubber inserted putter.

**EXTRA COURSES**

At the course selection screen, press **□** to display the password screen. Then, enter any of these codes.

HARESO .....Cyber Badlands  
NAMOPI .....Canyons  
SECARE .....Sawgrass course  
PORASO .....Summerlin course



2. Entering all the passwords unlocks all four bonus courses.

**OUT NOW****PLAYSTATION PLATINUM SSS**

Need help with classic PlayStation games? Check out *PlayStation Platinum SSS* (ISBN 1-84179-021-4). Priced

£9.99, this 212-page book is now available from all good newsagents and bookshops. It's full of guides for the best Platinum games, inc. *RE2*, *Tekken 3*, *Gran Turismo*, *Soul Blade*, *Croc*, *GTA* and more!

**SEND IN YOUR CHEATS**

The best readers' tips printed each month in CNN earn their senders an Xplorer FX cheat cartridge so please keep writing in with your cheats, codes and secrets. However before sending them, please do check that they work and whether we've already got them in our Databurst section - you wouldn't believe the number of letters we get with old cheats that we printed months ago!

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## QUESTIONS & ANSWERS

# QUESTIONS & Answers

STUCK IN A RUT?

**Can't get past that end-of-level boss?** If you've got a **problem** on any PlayStation game, we're here to help you. Send your gaming questions to: **Q&A, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Please note that we can only print answers in the magazine and not send personal replies.

### ALUNDRA

**Q** ...from James Gilliam, Welwyn Garden City

How do you get the Legend Sword?

**A** After fleeing the crumbling Murgg base, on the way back to the village, check out the statue to the south. Remove the large boulder in front of the statue and walk up the path. Examine the statue and collect the Legend Sword. Then continue walking to the village.

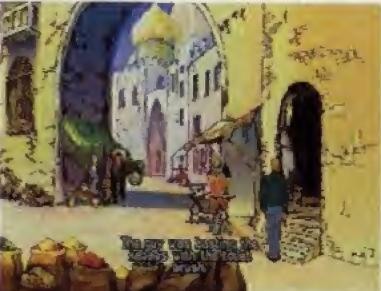


### BROKEN SWORD

**Q** ...from Aaron Scott, Derry

**A** I am stuck on Syria. Could you explain where to find the toilet brush and how to get Nejo to accept the ball.

**A** Okay, for the last flippin' time... Look at (press □) and talk to Arto - the kebab stall-holder near the steps to the carpet seller. Talk to Nejo about Arto.



**A** Offer Nejo the red ball and select YES when he asks if you mean it. Use the phrase which appears on Arto. Go back and talk to Nejo to get the toilet brush. Go back to the club and give the toilet brush to the club manager.

### BROKEN SWORD II

**Q** ...from Jason Read, London

**A** When George stumbles onto the film set, where do you find the Ketch's treasure and how do you get out of the film set?

**A** Talk to everybody on set: director, cameraman, stuntman, and actors. Next, head over to the table and take a pancake, a bun, and the syrup by left-clicking on them. Now, combine the syrup with the pancake by selecting the syrup icon and left-clicking on the pancake icon. When you've done this, left-click on the bush. Then select the syrup pancake icon and left-click on the stuntman, Bert.

**A** Select the bun icon and left-click on the bush. The hornets within the bush certainly won't like that. So, naturally, pick up another bun and left-click on the bush once again. The hornets will fly out of the bush and chase after Bert's syrup-covered chin. Once the tough (?) stuntman's finished cowering behind the set, the scene blanks out, and returns at the shores of the beach below.

**A** Talk to each character on the beach, although the 'young movie star' has nothing better to say than, "Yeah man!"

**A** Left-click on the handheld camera, then left-click on the director. The director's enthusiasm for George's idea shines through, and George is set to become a movie star.

**A** Once George has rushed into his costume, we see George climbing up the rock face, to the cave where Ketch's treasure has been hidden for all this time; and lo and behold, hidden within the treasure chest lies the Eagle stone.

### FINAL FANTASY VII

**Q** ...from Clare Barnett, Gainsborough

**A** In your recent *Final Fantasy VII* book you listed a Summon Materia called Alexander, found at Gaea's Cliff (North Pole). I have looked and looked but cannot find it anywhere. Please help me or I will turn insane!

**A** Once you've touched the water at the Hot Springs, go to the snow woman's cave (to the east of the windy area) and she'll attack. Defeat her to get the Alexander Materia.



# QUESTIONS & ANSWERS

Q&amp;A

## LITTLE BIG ADVENTURE

**Q** ...from Duncan McCullie, Leigh-on-Sea

I am in the final building and Dr Funfrock keeps hitting my girlfriend. How do I open the door?

**A** We're not sure exactly what you mean, Duncan, so here's the solution to the final scene...

# TOMB RAIDER III

**Q** ...from Daniel Cartwright, Huddersfield

In issue #40's Q&A you printed a solution to get the sixth secret in Lud's Gate. I have tried for hours, but every time I drop off the ledge, the diver appears and closes the door. I have done everything you said, I've killed the guard in the dark tunnel, then I dropped into the water and swam round to the left where the door is, but it remains closed. This is VERY frustrating. Is it me that's doing it wrong or have you printed it wrong?

**A** Well it worked for us! We can only assume that you must have already alerted the guard either beforehand or in the process – in which case he'll shout "Oil!" and the diver will jump in and close the door. Has anyone else had the same problem?



1. As you enter the large pool room, it's vital to avoid being spotted by the guard, so stay underwater.



2. Swim straight ahead to the open area with the wooden floor. You should be able to surface in the far right corner.



3. Dive down and enter the left of the two small tunnels for Secret 5 (ammo for Shotgun and Desert Eagle).



4. Exit and go down the other tunnel to find a lever just round to the right; pull it, then exit to surface.



5. Now swim underwater back towards the entrance tunnel and head along the corridor to the right of it.



6. Surface and climb out onto the right ledge. Climb up onto the ledge straight ahead and crawl round it to the right.



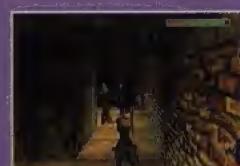
7. Still crawling, turn round at the end and lower yourself into the water hole with the Save Crystal.



8. Turn around and climb out, then crawl round to the left, to the grey rock path where you can stand up.



9. Follow the grey rock path round to the right. Jump to the end of it and climb up to the left.



10. Follow the passage around until you encounter another green guard – shoot him dead.



11. Don't worry about the alarm going off. Just drop onto the slope to slide into the water.



12. Killing/avoiding the diver, swim left then right into the Secret 8 chamber for the UPUs and goodies.

# DIABLO

**Q** ...from Jay, Peterborough

I've killed everything in the first 15 levels of Diablo and completed all the quests, but am unable to find a way to Level 16 and meet Diablo.

**A** After returning from your fight with Lazarus in Level 15, you'll notice that the pentagram is now glowing with unholy vigour. Cast a town portal if you have one and buy a load of mana and health so that you have as much as possible, then return to the catacombs. Step into the pentagram to get to the final confrontation with Diablo.



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## QUESTIONS & ANSWERS



the wall from the top and keep thrusting with the sword. Once he's dead, you and Zoë can go through the opened gate and see the final FMV sequence.



**▲ Little Big Adventure:**  
defeating Dr Funfrock isn't so difficult, once you read our tips.

### METAL GEAR SOLID

**Q** ...from Laura Acker, Liverpool

I'm writing to ask where you can take the photos of the ghosts. I would really love to know.

**A** Okay, just for you, here's the complete list of pictures you can take with the camera...

**NAME** **LOCATION**

Fujimura .....Elevator in the Communication Tower B complex

Fukushima .....Heliport looking out to sea from cliff

Hirano .....Elevator in Communication Tower B .....deep in the shaft of the top level

Ishiyama .....Heliport top of the building

Ito .....Inside elevator Tank Hangar

Jerem Blaustein .....Sniper Wolf's corpse

Kaneda .....The mirror located in the Women's restroom

Kimura .....Metal Gear Rex underground base tip of Rex's railgun

Kinbara .....Dark area of stairs

Kitao .....Decoy Octopus (fake DARPA chief) corpse

Kobayashi .....Rock in canyon

Kobayashi .....Prison cell near DARPA chief (during Torture section)

Kojima .....Otacon's lab – the picture frame to the right

Korekado .....Men's restroom

Kozyou .....Behind the water-tank-like structure in the Canyon

Kutome .....Observation room

Makimura .....Hidden armoury store room – behind the weakened wall

Matsuhashi .....Corridor of Death – before Otacon's lab

Mizutani .....Whilst fighting Metal Gear Rex

Mori .....Lowest point of elevator – Communications Tower B

Mukaide .....Reflection in Cave puddle

Muraoka .....Water in Cargo elevator section

Nakamura .....In Meryl's blood – where

Sniper Wolf shot her

Negishi .....Sewage waterfall

Nishimura .....Next to President Baker's



corpse

Okajima .....Maggots of the real DARPA Chief in cell

Onoda .....Where President Baker is tied up

Sasaki .....Picture frames in the Commander's Room

Sato .....Communication Tower A – roof destroyed by Hind's missiles

Scott Dolphin .....The dark section from the walkway between Communication Towers A and B

Shigeno .....Heliport – security camera by staircase

Shikama .....Nuclear Building B2 – electrified floor

Shimizu .....Caves – first crawling point

Shinkawa .....Underground Passageway (Sniper Wolf) – behind the second pillar

Sonyoyma .....Torture machine

Takade .....Otacon's lab – Glass

Tanaka .....Heliport – sleeping soldier in northwest corner

Tougo .....Blast Furnace – end of steam room

Toyota .....Container in the middle of Raven's warehouse

Uehara .....Edge of elevator – where the Ravens fly before Vulcan fight

Yamashita .....Tip of nuke warhead in Nuclear Building Level 1

Yoshimura .....Dead end of air duct

Yoshioka .....Bridge on the third floor of the Blast Furnace



**A** You need to go to the library. Climb the stairs to the side as you enter and then walk around the upper level. Ignore the door that leads off for now and proceed around to the other side. As you near the end, the floor gives way and you'll fall back down to the hidden area in the main library area. Walk forward and push the switch: this will move the first book shelf out of the way, thus allowing you back out. Now walk over to the first two book shelves nearest the door you entered and push the buttons on each – choosing to move them right each time. This will reveal the Bishop Plug under the painting in the hidden area you have just come from. So go and fetch it before you leave. There is also a red herb to pick up next to the other door in the main library area. Leave the library via this other door.



### ANY ANSWERS

We like to think we know it all, but sometimes we don't have the answer to a reader's query. If you do, please send your answer to 'Any Answers' at the usual address.

### RESIDENT EVIL 2

**A** ...from Steven Gale, Bridport, Dorset

I've completed Leon's first scenario in under 2.5 hours and got a B ranking on Normal level, but didn't get the Rocket Launcher in Claire's second mission. Why not? I also saved after completing Leon's first scenario.

If possible, can you send a letter back because I never usually have enough money to buy your magazine to find out the answer.

No we can't, you cheeky monkey! If you're short, maybe you could earn some money as an extra on *Harbour Lights*? Anyway, there seems to be some debate over what rank you need to unlock the special weapons – you may actually need an A (as we got, naturally). If anyone else can confirm this, please write in and tell us.



### RESIDENT EVIL 2

**Q** ...from Donald MacDougall, North

Uist Can you please tell me how to get the Bishop Plug? I have looked in every room. I am so desperate to get it. If it's any help, I'm on Leon's first mission. I have the other plugs and it's the sewer entrance I need to open.

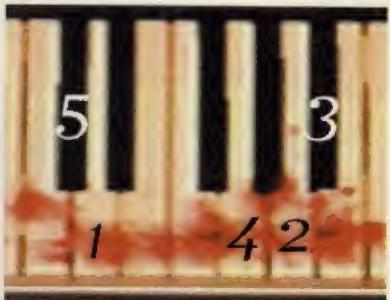


### SILENT HILL

**Q** ...from Gideon Way, Cwmbran

How do you get past the pain in the music room?

**A** Just press the keys in the order shown on this diagram...



# QUESTIONS & ANSWERS

Q&A

## STAR WARS: MASTERS OF TERÄS KÄSI

**Q** ...from Richard Beasley, Cardiff

This game is driving me mad! I have found all the cheats, everything, but I'm still having trouble with Luke's moves. The only thing I can't do is make the lightsabre turn bright blue and make the moves stronger.

**A** Here's a list of Luke's moves. Hope it helps.

**Sabre Thrust** .....  $\rightarrow, \blacktriangle$   
**Sabre Uppercut** .....  $\rightarrow, \bullet$   
**Overhead Slice** .....  $\rightarrow, \leftarrow, \bullet$   
**Sabre Sweep** .....  $\rightarrow, \leftarrow, \blacksquare$



**Figure 8 Swing** .....  $\leftarrow, \blacksquare + \blacktriangle$   
**Mid Swipe & Sidestep** .....  $\rightarrow, \leftarrow, \bullet$   
**Sweep Sidestep** .....  $\downarrow, \downarrow, \blacksquare$   
**Double Precision Uppercut** .....  $\rightarrow, \downarrow \leftarrow, \rightarrow, \bullet$   
**Jedi Precision Slice** .....  $\downarrow \leftarrow, \rightarrow, \bullet, \bullet, \bullet$



**Darkside Upper** .....  $\leftarrow, \uparrow, \bullet$  (1 bar)  
**Darkside Slash** .....  $\blacksquare + \blacktriangle$  (1 bar)  
**Force Thrust** .....  $\leftarrow, \uparrow, \blacktriangle$  (1 bar)  
**Force Sabre Uppercut** .....  $\rightarrow, \uparrow, \downarrow \leftarrow, \bullet$  (1-2 bars)  
**Flying Sabre** .....  $\leftarrow \uparrow \downarrow \leftarrow, \blacktriangle$  (2-4 bars)  
**Chain Starter** .....  $\bullet, \blacksquare, \times, \blacksquare$   
**Jedi Master Combo** .....  $\bullet, \blacksquare, \times, \blacksquare, \times, \blacktriangle, \times, \blacktriangle$



## TOP TEN

### 1. DINO CRISIS

Why don't some of the numerical codes in your cover-mounted book work? I have the UK version of the game.

Some of the codes are different on the Japanese and English (including US) versions. Here's a guide to the altered codes (all the others are the same).

Japanese English  
0375 0426  
7687 8159  
47812 57036  
46907 58104  
5037 7248  
78814 31415

**2. SOUL REAVER**  
Your #39 guide said that in the Bell Tower, you should use the Soul Reaver projectile attack to shoot off the five blocks stacked on top of each other. But this doesn't work - how can I separate the blocks?

We apologise for the mistake. Instead you need to push the stack over to the low ledge, then climb onto the latter and push the blocks off repeatedly until you have separated them. You can then put the blocks into the right holes to open the second switch in the Organ Room.

### 3. SILENT HILL

In your issue #38 walkthrough, point 77, it says to enter the back garden through the gate, proceeding into the house. Well I have tried this, but the door was locked. How do you open it?

You need the K Gordon Key from the Boiler Room, after defeating the Lizard. Points 71-74 should have read: 71. After a few shots the beast will die and you'll be back in the Boiler Room. 72. Pick up the K Gordon Key, then proceed up to the 1st floor.

73. When you reach the 1st floor there will be a short scene.

74. Now head towards the lobby and exit the Elementary School.

### 4. SOUL REAVER

At the end of the Bell Tower, when you step on the pressure plate to open the door by the first bell, I run for it but it always closes before I can get through. How can I make it in time?

There is a simple trick to this: once you've stepped on the pressure plate, shift to the Spectral plane to freeze time! You can then easily get through the door before it shuts.

### 5. METAL GEAR SOLID

Are there any cheats to help me complete the game? How do I survive Ocelot's torture session and is it essential for completing the game?

No, there are NO cheats - only codes for Action Replay and Fire Xplorer cartridges. To avoid

submitting to the torture,

you simply have to hammer the  $\bullet$  button rapidly until the blue bar reaches zero (or find a turbo-fire joypad that works).

Although you can submit and still

complete the game, you'll

get a different ending - and

be awarded the Stealth Suit instead of the Bandana.

### 6. FINAL FANTASY VII

How do I defeat the Emerald and Ruby Weapons?

To do this, you need the Final Attack Materia. To get this, go to the Battle Square and get 64,000 points so you get the eight harder battles. Complete these and you get a new set of gifts, including the Final Attack Materia.

### 7. BROKEN SWORD

How do I get past the goat in the castle?

Every month we answer the top ten **most-asked** questions from readers.

## MOST WANTED

A. Everyone gets stuck on this. Approach the goat to the right of the trough (by left-clicking on the ladder). As soon as the goat knocks you over, click on the ploughshare on the far left. When the goat is trapped, go to the ladder and enter the excavation.

### 8. FINAL FANTASY VII

How do you get the Guidebook, Desert Rose, and Earth Harp for the Kalm Traveller?

The Guidebook is in the tunnel leading to the sub pens, below the Underwater Reactor. To get it you have to encounter a creature called the Ghost Ship. Knock off most of his energy, then finish him off with the Morph Materia to turn him into the Guidebook. Take it to the Traveller to get the

Underwater Materia. The latter is needed to eliminate the 20 second timer when fighting the underwater Emerald

Weapon: defeat it to get the Earth Harp. Give this to the Traveller in exchange for the three Master Materials (Summon, Magic, and Command). Once you've defeated the Ultimate

Weapon, you can battle the Ruby Weapon near the Gold Saucer. Defeat this to obtain the Desert Rose, then take the latter to the Traveller to exchange for a Gold Chocobo.

### 9. MEDIEVIL

In the Asylum Grotto, how do I solve Jack's second riddle?

Go back into the maze and head left, then left above the steps. Grab the Silver Shield from the chest and follow the path round to find five sad masks which you have to turn so their laughing sides face the topiary clown. It's not easy, as hitting one will usually affect another; get them all one turn from happy, then quickly hit the top right, bottom left, top left, bottom right, top middle masks to make the clown laugh.

### 10. TOMB RAIDER III

Can you tell me how the heck to get past those rolling blades in the Temple of Pines?

The blades will miss Lara if she stands slightly to the side of any switch. She can thus take her time and flick the two switches on one side, then time a jump over the blades to flick the others.

## FURTHER READING

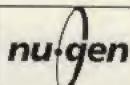
If you're still stuck on a game, then why not get the complete guide by ordering the relevant PowerStation back issue or PlayStation SSS tips book? Here's where you'll find guides to the most popular/problematic Q&A games (call 01202 200200 to check issue availability)...

Alone In The Dark 2	#33
Alundra	SSS Vol 5
Ape Escape	#37 & #38 (or SSS Vol 7)
Ark Of Time	#33
Broken Sword	#33
Broken Sword II	#33
C&C: Red Alert	#37
C&C: Retaliation	SSS Vol 6
Crash Bandicoot 3	#30 & #31 (or SSS Vol 6)
Croc	Platinum SSS Vol 1
Croc 2	SSS Vol 7
Dino Crisis	#42
Final Fantasy VII	#42
Final Fantasy VIII	#43
Granstream Saga	#33
Gran Turismo	#36
Legacy Of Kain: Soul Reaver	SSS Vol 7
Hard Edge	#36
Medievil	SSS Vol 8 (or Platinum SSS Vol 11)
Metal Gear Solid	#33 & #34 (or SSS Vol 6)
MSS: Special Missions	#41
Populous: The Beginning	#33 (or SSS Vol 6)
Quake II	#42
Resident Evil 2	Platinum SSS Vol 1
ShadowMan	#40 & #41
Silent Hill	SSS Vol 7
Soul Blade	Platinum SSS Vol 1
Spyro 2	#42
Star Wars: Episode 1	#42
Syphon Filter	#38 (or SSS Vol 7)
Tekken 3	#27 (or Platinum SSS Vol 1)
Tenchu	Stealth Assassin SSS Vol 6
Tomb Raider III	#29, #30, #31
X-Files	#40 (or SSS Vol 7)
Wild Arms	SSS Vol 6

# HARD COPY

HARD COPY, PARAGON PUBLISHING, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS

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PRODUCERS OF TOP PLAYSTATION PERIPHERALS

# HARD COPY

YOUR LETTERS

Welcome to the **readers' letters** section of PowerStation. You can email us at **powerstn@paragon.co.uk** or write in to us. We look forward to hearing from you.



The Star Letter of the month, as judged by us, will win its sender a superb Mad Catz Dual Force steering wheel. So send us your views now.

## EIGHT I HATE

Dear POWERSTATION

I have just bought issue #41 of your mag, and as usual it is very informative. However, there is one thing that I would like to point out to you...

When someone wrote in to tell you that they had sold their Chocobo Lure materia in *FFVII*, you said if they couldn't buy it back, they were on a disastrous boating holiday. The point I would like to make is this: when I went back to the Chocobo ranch, to the place where you first come in and are meant to talk to the Chocobo, there was another Chocobo Lure sitting in the bottom right-hand corner of the screen. As a result, I now have two Chocobo Lures! Is this helpful?

I would like to make one last couple of statements: I do hate *FFVII*, I hate *VIII* even more, and I don't understand what the fuss is about. I don't even know how I know what I know. It's a mystery. Anyway, thanks for listening, hope it was useful. Keep up the good work.

Chris Melvill, Hastings

**Yes, it is a mystery why you play a game so much if you hate it!**



## LOU SORTS IT OUT

Got an embarrassing personal problem? Then write in to our resident agony aunt, Lou. She'll tell you what to do - or where to go.

### BE MINE

Dear Lou  
I'm not writing to you with a problem, just to declare my undying love for you. When I first saw you in the PowerStation letters section, my heart skipped a beat. That enigmatic smile, the auburn hair with a little strand dangling on your face... it was love at first sight. Ever since, I've been an avid reader of your agony aunt column. I just love your strict, no-nonsense manner. Yes, you're the girl for me, Lou. Please, just say the word and I'll be yours.

Okay, the word is... NO!

## IN DEFENCE

To POWERSTATION

I thank you for giving me something to



▲ Billy Gunn's finisher in WWF Attitude.

look forward to at the end of every month, because school is boring. So I spend all my pocket money on buying your mag or a game for which you've done a walkthrough. I know it's cheating, but it is addictive. Thank you for the moves and special people of the *WWF Attitude* game, otherwise I would have thought it was pants.

I used to buy another mag, but it was dearer and they didn't give any cheats, so I can see why you have the right to boast. Don't listen to what others say. If they were true fans of the mag, they would stand in line and shout, "POWERSTATION is the greatest mag walking on God's green earth!"

I would like this to be in the mag please, to show others that if you are a fan, you shouldn't write in pointing out every little mistake. Be proud that the POWERSTATION office is not full of little geeks who have to get everything right. Nick McGrane, Liverpool

**Thanks for your support, Nick, although we always do our best not to make mistakes!**

## DON'T MOAN

Dear POWERSTATION

Your mag is the best ever! Down to business... I want to complain about people who write in complaining about



▲ We got the Undertaker's picture wrong.

mistakes in the magazine. Hell! If they liked the mag they wouldn't complain. Every great thing has a fault. So they should stop while they are ahead, not moan for half a page. They must sit looking at every page with wide eyes to spot each mistake. Then they write in to TRY to get a prize. But never do - HA HA! Anyway they shouldn't waste paper!

Thomas Brownlee, Belfast

**Too right, Thomas. Now perhaps someone is thinking of complaining**

## LETTER OF THE MONTH!

### HIGH-SCORING HEROES

Dear POWERSTATION

I am a very keen PlayStation gamer and I would consider myself a natural player, because I'm quite good at all the games that I own, even the new ones that I try. About three months ago I bought *Gran Turismo* and liked it so much that I would spend hours on it. I got quite good at it and all my friends found it hard to beat my times.

Then something got to me. I bought PowerStation and had a look at the times for all the tracks on the High-Scoring Heroes section. I found them to be unreal. Just to see what would happen, I practised for a whole week with the Nissan Nismo 400R on the Autumn Mini and the best time I got was 28.981 seconds - nowhere near the times these guys claimed to have. I bought another PowerStation and then it hit me: I used my Xplorer to get the best car again, but this time I used a cheat to get a good time. I found it quite easy to achieve any of the times mentioned in your mag and just wondered why you would give prizes to people who cheat. Please have a look into this and tell me if I'm wrong. I'm not a bad loser and if I'm wrong, just ignore this letter and my apologies to all the guys who got those great scores. 'Exdevil', W Yorks

Not a sore loser, eh? Nevertheless, you have a point about not being able to tell if someone has hacked a time or score - not that we believe that any PowerStation reader would ever be so dishonourable! From now on we'll be paying closer attention to the evidence supplied by high-scorers - and insist on a video recording of the actual feat where feasible; ie lap times and beat-'em-up time attacks - obviously we don't expect someone to record a complete three-hour game of *Metal Gear Solid*!

# HARD COPY LETTERS

about you complaining about complainers? Well don't!

## ANGRY ADAM

Dear POWERSTATION

I recently wrote a letter to you about the Tony Hawk's segment featured in the last issue. After buying the newly released copy of POWERSTATION, I was surprised and angry to find that my informative letter was not published in



Adam's Tony Hawk comments were ignored.



## TOP TIPS

THANKS TO ALL THE READERS WHO SENT IN EXTRA GAME TIPS THEY'VE DISCOVERED...

### USELESS CHEAT

This cheat is useless, but you might find it fun. On *Xena: Warrior Princess* level 8, The Labyrinth. Instead of going in to fight the Minotaur, follow the corridor round to the right, collect the health, and then walk through the wall into the computer room. Hit the computer to switch it on, then hit the cans to pour a drink.

Steve, email



### EASY MONEY

On the second level of *GTA 2*, when you have to get 3 million points, find the tank in Tabasco. Go to the



Morton car crusher or somewhere you know you can easily find. Start to crush all vehicles around the area. Before the SWAT team comes, find a policeman and get arrested. This means that you won't get shot and lose a life. When the police let you go, make your way back to where the tank was left and start over again. With this method, you can get half a million to a full million each time.

Ian Fairlamb, Stockton-on-Tees

### INSTANT TORTURE

On *Metal Gear Solid*, I have found a way to skip to the torture chamber. First of all, activate the All Items cheats on the Xplorer. Then when you get to the cell (where you have to rescue the Darpa chief), as you come out of the lift, go through the door on Snake's right using the 255 keycard. Once done, you'll skip straight to the torture chamber.

### LONG-WINED TEST

I have worked out a cheat for *Final*



the Hard Copy section of your magazine. Why is this? After all, this is the readers' page and I am a reader. Please email me with your answer.

Adam Royal, Sunderland

**Oh dear, it must have got lost in the post or something. Either that or it was pants.**

## AERIAL INTERFERENCE

To POWERSTATION

First I want to say what a great magazine you have. I've just got a new aerial for my PlayStation (the older model) and the aerial plugs into the light gun socket. What am I to do?

Sam Steel, email

**What are you on about? I take it you've got a Namco Guncon-style light gun which has a lead that plugs into the Video Out socket. It should have an adaptor to let you also plug in your video/aerial lead. Maybe you should write in again with a diagram.**

## YAP YAP

Dear POWERSTATION

I love all computers. I have a Nintendo, Sega Mega Drive, PC, but best of all a PlayStation! I will be getting a Dreamcast for Christmas. My ultimate dream would be to have a virtual reality console where you can play *Tekken 3* and other excellent games.

I think that I am pretty good at *Tekken 3* and I have got all the cheats without the Xplorer. Pretty good huh? PlayStations are the best with nonstop entertainment, except that is when it is loading a game.

I don't stop yapping, do I? I love cheats. That is mostly why I buy your mag. It kicks ass. I love the *Metal Gear Solid* theme tune. I like the other one as well, where the woman is singing.

Please don't puke on this letter – it isn't that bad!

Adam Owen, Lancs

**I've read worse, believe me. No, honestly.**



## WINNER TAKES ALL

### COMPETITION WINNERS

#### ACTION REPLAY (#41)

1x Action Replay CDX:  
David Macpherson, Stafford

#### XPLORER (#41)

5x Scorpion light gun:  
Neil McLaughlin, Co Monaghan

James Wilkinson, Milton Keynes

Pete Whittlesey, Eastbourne  
Calum Walker, Dumfries  
Tom Spoor, Middx

#### WIP3OUT (#41)

1x Sony mini hi-fi:  
John Warnock, Co Down

#### 10x Wip3out T-shirt & record bag:

Harvinder Chowlia, London  
Jake Kerr, Abingdon  
David Chatterton, Co Armagh  
Aaron Watts, Barnstaple  
Anitam Varsoni, Wembley  
Jamie Smith, Rotherham  
Joseph Docherty, Glasgow  
Shaun Owens, Rotherham  
Ben Woodward, Northants  
David Barrett, Bath

#### MORTAL KOMBAT (#41)

10x MK Conquest Episodes 1 & 2 video:  
Robert Milton, Derbyshire  
Shaun Scott, Nottingham  
Kevin Woodward, Deeside  
Matthew Phillips, Liverpool  
Daniel Bruce, Maidstone  
Mr D Harding, Northampton  
Josh Westwood, W Mids  
Marc Mason, Leeds  
Daniel Payne, Birmingham  
Alison Carter, Solihull

#### BUSH TV (#41)

1x Bush GamesTV:  
Darren Paul Cox, Rotherham

## MOUThY MARK

### YOU VOTED HE'S GOING

The result of our Mouthy Mark [should he stay or go] poll is just in...

Stay ..... 37%  
Go ..... 53%



Thanks for everyone who voted (well, those who voted 'go' anyway). Mouthy Mark has now left the building.

# Step into the ring for cheaper games!

Don't buy or sell until you QXL.

For trade enquiries email us at [games@qxl.com](mailto:games@qxl.com)

**QXL**.com  
online auctions

[www.qxl.com](http://www.qxl.com)

ACTION  
REPLAY

ACTION REPLAY

# ACTION Replay

THE LATEST AND GREATEST ACTION REPLAY CODES

Owners of **Datel's Action Replay cheat cartridge** need look no further for the latest and greatest codes (which also work on the **Fire Xplorer**).

## 40 WINKS

Infinite Lives  
80080592 0003  
Infinite Zzz's (health)  
80080590 0063  
Have 99 Cogs  
8008058E 0063  
Have Infinite Moons  
8008058C 0063  
Have Infinite Tokens  
80080588 0063  
Have All Dreamkeys For All Levels  
80090480 FFFF  
80090482 FFFF  
80090484 FFFF  
80090486 FFFF  
80090488 FFFF  
8009048A FFFF  
8009048C FFFF  
8009048E FFFF  
80090490 FFFF  
80090492 FFFF  
80090494 FFFF  
80090496 FFFF  
Have All Levels Open  
80090478 FFFF  
8009047A FFFF  
Have All Winks  
8009047D FFFF  
80090472 FFFF  
80090474 FFFF  
Costumes Never Run Out  
8002C44C 0000  
8002C44E 0000  
Never Run Out Of Oxygen  
800288C8 0000  
800288CA 0000

## CRASH TEAM RACING

Adventure Complete  
50000D02 0000  
8008F58 FFFF  
ONE LAP RACE/FINISH FIRST:  
Crash Cove  
801F003C 0003  
Roo's Tubes  
801D463B 0003  
Sewer Speedway  
801D05AC 0003  
Mystery Caves  
801F4E1C 0003  
Ripper Roo  
801BEA20 0003  
Coco Park  
801BF908 0003  
Tiger Temple  
801F3328 0003  
Papu's Pyramid  
801EC2A8 0003  
Dingo Canyon  
801C2148 0003  
Papu Papu's Challenge  
801D6744 0003  
Blizzard Bluff  
801EC374 0003  
Dragon Mines  
801E8B08 0003  
Tiny Arena  
801F0094 0003  
Komodo Joe's Challenge  
801D472C 0003  
N Gin's Labs  
801F3BEO 0003  
Cortex Castle

## 801F4520 0003

Hot Air Skyway  
801F3CA0 0003  
Oxide Station  
801F3D20 0003  
Pinstripe's Challenge  
801DEEC4 0003  
N Oxides Challenge  
801D8E48 0003

## DINO CRISIS

Infinite Health  
800B9A1C 083C  
All Weapons  
800C1A50 FFFF  
Save Anywhere (Press L1+L2)  
800B18C0 0005  
800B7E00 0007

## FINAL FANTASY VIII

Save Anywhere  
80070802 0100  
Infinite Money  
80078334 0FFF  
80078336 5F5E  
RINOA:

Hit Points At 9999  
80077F18 270F  
80077F1A 270F  
Maximum Strength & Vitality  
80077F22 FFFF  
Infinite Magic  
80077F24 FFFF  
Maximum Speed & Luck  
80077F26 FFFF  
Character At Level 100  
80077F1C E100  
80077F1E 5F5E  
Infinite Fire Magic  
80077F28 6301  
Infinite Fire Magic  
80077F2A 6302  
Infinite Firaga Magic  
80077F2C 6303  
Infinite Blizzard Magic  
80077F2E 6304  
Infinite Blizzaga Magic  
80077F30 6305  
Infinite Blizzaga Magic  
80077F32 6306  
Infinite Thunder Magic  
80077F34 6307  
Infinite Thundara Magic  
80077F36 6308  
Infinite Thundaga Magic  
80077F38 6309  
Infinite Water Magic  
80077F3A 630A  
Infinite Aero Magic  
80077F3C 630B  
Infinite Bio Magic  
80077F3E 630C  
Infinite Demi Magic  
80077F40 630D  
Infinite Holy Magic  
80077F42 630E  
Infinite Flare Magic  
80077F44 630F  
Infinite Meteor Magic  
80077F46 6310  
Infinite Quake Magic  
80077F48 6311  
Infinite Tornado Magic  
80077F4A 6312  
Infinite Ultima Magic

## 80077F4C 6313

Infinite Apocalypse Magic  
80077F4E 6314  
Infinite Cure Magic  
80077F50 6315  
Infinite Cura Magic  
80077F52 6316  
Infinite Curaga Magic  
80077F54 6317  
Infinite Life Magic  
80077F56 6318  
Infinite Full Life Magic  
80077F58 6319  
Infinite Regen Magic  
80077F5A 631A  
Infinite Esuna Magic  
80077F5C 631B  
Infinite Dispel Magic  
80077F5E 631C  
Infinite Protect Magic  
80077F60 631D  
Infinite Shell Magic  
80077F62 631E  
Infinite Reflect Magic  
80077F64 631F  
Infinite Aura Magic  
80077F66 6320

## READY 2 RUMBLE

Infinite Health P1  
80095F9C 0064  
No Health P1  
80095F9C 0064  
Infinite Health P2  
800967B8 0064  
No Health P2  
800967B8 0000  
Infinite Round Time  
80084180 000C  
Always Have RUMBLE P1  
80095FA8 0030  
Never Have RUMBLE P1  
80095FA8 0000  
Always Have RUMBLE P2  
800967C4 0030  
Never Have RUMBLE P2  
800967C4 0000  
Infinite Fights In Tournament Mode  
80097EA6 0014  
Infinite Money  
80097E9C C350  
Full Punch Meter P1  
80084184 0064  
No Punch Meter P1  
80084184 0000  
Full Punch Meter P2  
80084188 0064  
No Punch Meter P2  
80084188 0000

TOMB RAIDER:  
THE LAST REVELATION

Have All Weapons  
800AB3D4 FFFF  
800AB3D6 FFFF  
800AB3D8 FFFF  
800AB3D9 FFFF  
Always Full Sprint Meter  
800A7D18 00FF  
Climb Almost Any Wall  
800A8C26 0001  
LONGER JUMPS:  
Angkor Wat  
801BB276 0064  
Tomb Of Seth

801BB278 0000  
Tomb Of Seth  
801C9714 0000  
Burial Chambers  
801C2E9A 0064  
Valley Of The Kings  
801B4EFA 0064  
KV5  
801C228E 0064  
Temple Of Karnak  
801CECF6 0064  
Sacred Lake  
801B33D2 0064  
Temple Of Karnak Revisited  
801D2146 0064  
Great Hypostyle Hall Revisited  
801CECF6 0064  
Sacred Lake Revisited  
801B33D2 0064  
Tomb Of Semerkhet  
801D39E6 0064  
Guardian Of Semerkhet  
801ABF46 0064  
Desert Railroad  
801ABF46 0064  
Alexandria  
801BB8F2 0064  
Coastal Ruins  
801CEFA6 0064  
Pharos, Temple of Isis  
801C9D2E 0064  
Cleopatra's Palaces  
801C4A9A 0064  
Catacombs  
801CA3C6 0064  
Temple Of Poseidon  
801C0462 0064  
The Lost Library  
801DD876 0064  
Hall Of Demetrios  
801B8F62 0064  
City Of The Dead  
801CB786 0064  
Trenches  
801CF66A 0064  
Chambers Of Tulum  
801DOCBE 0064  
Street Bazaar  
801C2AE 0064  
Citadel Gate  
801CF6C6 0064  
Citadel  
801D8F2E 0064  
The Sphinx Complex  
801C173E 0064  
Underneath The Sphinx  
801CF992 0064  
Menkaure's Pyramid  
801B04D0 0064  
Inside Menkaure's Pyramid  
801D58AE 0064  
The Mastabas  
801C4D46 0064  
The Great Pyramid  
801C4D46 0064  
KV5  
801C228D 0000  
Temple Of Karnak  
801D2148 0000  
Sacred Lake  
801B33D4 0000  
Temple Of Karnak Revisited  
801D2148 0000  
Great Hypostyle Hall Revisited  
801CECF8 0000  
Sacred Lake Revisited  
801B33D4 0000  
Tomb Of Semerkhet  
801ABF46 0064  
Guardian Of Semerkhet  
801ABF46 0064  
Desert Railroad  
801ABF46 0064  
Alexandria  
801BB8F2 0064  
Coastal Ruins  
801CEFA8 0000  
Pharos, Temple of Isis  
801C9D30 0000  
Cleopatra's Palaces  
801CA3C6C 0000  
Catacombs  
801CA3C8 0000  
Temple Of Poseidon  
801C0464 0000  
The Lost Library  
801DD878 0000  
Hall Of Demetrios  
801B5F64 0000  
City Of The Dead  
801CB788 0000  
Trenches  
801CF66C 0000  
Chambers Of Tulum  
801D0CC0 0000  
Street Bazaar  
801C2AE 0064  
Citadel Gate  
801CF6C6 0064  
Citadel  
801D8F30 0000  
The Sphinx Complex  
801C1740 0000  
Underneath The Sphinx  
801CF994 0000

Menkaure's Pyramid  
801B4D4C 0000  
Inside Menkaure's Pyramid  
801D58B0 0000  
The Mastabas  
801D2060 0000  
The Great Pyramid  
801C4D48 0000  
Khufu's Queens Pyramids  
801D4B54 0000  
Inside The Great Pyramid  
801C8ACC 0000  
Temple Of Horus  
801CD0000 0000  
Temple Of Horus (final fight)  
801C491C 0000

## WORMS ARMAGEDDON

Infinite Time  
8019B444 FFFF  
8019B448 FFFF  
Infinite Time In Training mode  
8019AAOC B234  
P1 Worm 1 Infinite Health  
8014AAAB 0064  
P1 Worm 2 Infinite Health  
8014AB44 0064  
P1 Worm 3 Infinite Health  
8014ABE0 0064  
P1 Worm 4 Infinite Health  
8014AC7C 0064  
P2 Worm 1 Infinite Health  
8014AF28 0064  
P2 Worm 2 Infinite Health  
8014AD54 0064  
P2 Worm 3 Infinite Health  
8014ADFO 0064  
P2 Worm 4 Infinite Health  
8014AE8C 0064  
P3 Worm 1 Infinite Health  
8014B000 0064  
P3 Worm 2 Infinite Health  
8014B09C 0064  
P3 Worm 3 Infinite Health  
8014B138 0064  
P3 Worm 4 Infinite Health  
8014B1D4 0064  
P4 Worm 1 Infinite Health  
8014B2AC 0064  
P4 Worm 2 Infinite Health  
8014B348 0064  
P4 Worm 3 Infinite Health  
8014B3E4 0064  
P4 Worm 4 Infinite Health  
8014B480 0064  
Moon Gravity  
80148DFO 0001

## WIN AN ACTION REPLAY CDX

You could win a Datel Action Replay CDX cheat device - the only one compatible with all PlayStations. To enter, just tell us who stars in *Tomb Raider: The Last Revelation*: a) Annabel Croft, b) Mr Croft Original or c) Lara Croft? Send your answer to: Replay #44 Comp, POWERSTATION, Pergon House, St Peter's Road, Bournemouth BH1 2JS. Closing date: 17 February 2000. Usual competition rules apply.



THUMB LEFT, THUMB RIGHT, THUMB LEFT, THUMB RIGHT,  
THUMB LEFT, THUMB RIGHT, THUMB LEFT, THUMB RIGHT,  
THUMB LEFT, THUMB RIGHT, THUMB LEFT, THUMB RIGHT,  
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP,  
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP,  
THUMB DOWN, THUMB UP, THUMB DOWN, THUMB UP...

# [ LIBERATION! ]



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## HIGH SCORES

# HIGH-SCORING Heroes

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### HOW TO...

1. Get a top score or time on any PlayStation game.
2. Use a camera or video to record your score (note that video evidence is required for some games).
3. Ensure all tapes are in the right position and ready to go. We're not wading through three hours of *Party Of Five* (lousy acting, personal space, and Neva 'no charisma' Campbell) just to find two lap times. But we will force ourselves to watch episodes of *Buffy The Vampire Slayer*, if you send them in by mistake.
4. Don't forget to send the photos/video with a piece of paper detailing the scores (and your name and address!) to: High-Scoring Heroes, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.
5. Include an SAE (of adequate postage and size!) if you want your photos/video back.

Got an incredible score or time on a PlayStation game? Send us a photo or video (no memory cards) to prove it. Next month we've got some new prizes up for grabs.

### NEED FOR SPEED: RC

More Australians repatriate themselves on our scoreboard. Can anyone stop this antipodean invasion?

#### SPEED STAR

DANIEL VANAREY

#### LAP RECORDS:

LANDSTRASSE	01:37.21	PHILIP [MOUSE] VEIVERS, NORTH QUEENSLAND, AUSTRALIA
ROUTE ADDON	01:32.25	JUNIOR [VIPER] MOLNEIS, RUISLIP DURHAM ROAD
	01:14.68	PHILIP [MOUSE] VEIVERS, NORTH QUEENSLAND, AUSTRALIA
KINAKI PARK	01:28.15	ROB VOYZEY, HEREFORDSHIRE
Celtic Ruins	01:25.62	PHILIP [MOUSE] VEIVERS, NORTH QUEENSLAND, AUSTRALIA
DOLPHIN COVE	01:35.31	PHILIP [MOUSE] VEIVERS, NORTH QUEENSLAND, AUSTRALIA
Snowy Ridge	01:55.59	PHILIP [MOUSE] VEIVERS, NORTH QUEENSLAND, AUSTRALIA
RACEWAY	01:29.21	PHILIP [MOUSE] VEIVERS, NORTH QUEENSLAND, AUSTRALIA
RACEWAY 2	01:18.59	PHILIP [MOUSE] VEIVERS, NORTH QUEENSLAND, AUSTRALIA
RACEWAY 3	01:34.34	PHILIP [MOUSE] VEIVERS, NORTH QUEENSLAND, AUSTRALIA

#### COURSE RECORDS:

LANDSTRASSE	03:30.81	DANIEL VANAREY, QUEENSLAND, AUSTRALIA
ROUTE ADDON	03:08.56	DANIEL VANAREY, QUEENSLAND, AUSTRALIA
DURHAM ROAD	02:38.40	DANIEL VANAREY, QUEENSLAND, AUSTRALIA
KINAKI PARK	02:38.40	DANIEL VANAREY, QUEENSLAND, AUSTRALIA
Celtic Ruins	03:05.46	JUNIOR [VIPER] MOLNEIS, RUISLIP
DOLPHIN COVE	03:20.24	DANIEL VANAREY, QUEENSLAND, AUSTRALIA
Snowy Ridge	03:59.15	JUNIOR [VIPER] MOLNEIS, RUISLIP
RACEWAY	03:10.28	JUNIOR [VIPER] MOLNEIS, RUISLIP
RACEWAY 2	02:39.53	DANIEL VANAREY, QUEENSLAND, AUSTRALIA
RACEWAY 3	03:12.96	DANIEL VANAREY, QUEENSLAND, AUSTRALIA



A big well done to Paul Ludgate from London. Using supreme stealth skill and lethal ambush techniques, he managed to break our tough *Metal Gear Solid* time. Whilst winning the Official Jordan Grand Prix Racing Wheel V.S.2.0, worth £59.99, won't help you improve this time, it'll probably look good in your front room.

### METAL GEAR SOLID

JUST WHEN WE THOUGHT THE RECORD WOULD NEVER BE BEATEN, THE SNAKE MASTER PAUL LUDGATE HAS STORMED IN TO PRODUCE THE BEST TIME ATTACK EVER!

#### METAL MAN

PAUL LUDGATE

#### TIME ATTACK:

1:00:47	PAUL LUDGATE, LONDON
1:03:53	KIERAN WILD, SWANSEA
1:05:32	LLOYD VOCKINS, SHIPHAY, TORQUAY

### DRIVER

MARK GOMER, THE DIDCOT DEMON, HAS THRASHED OUT A FEW EXCEPTIONAL TIMES. ONLY THE WIZARD PROVED TO BE A THREAT TO HIM THIS MONTH.



#### PAVEMENT PATROLLER

MARK GOMER

#### CHECKPOINT:

Miami 1	1:02:98	ROBERT SHELVIN, HUNTERSTOWN, IRELAND
Miami 2	1:02:98	ROBERT SHELVIN, HUNTERSTOWN, IRELAND
San Francisco 1	0:49:42	ROBERT SHELVIN, HUNTERSTOWN, IRELAND
San Francisco 2	0:39:55	ROBERT SHELVIN, HUNTERSTOWN, IRELAND
TRAIL BLAZER - 100 FLAGS:		
Miami 1	07:92	DEAN NEWCOMBE, NOTTINGHAM
Miami 2	02:92	DEAN NEWCOMBE, NOTTINGHAM
San Francisco 1	01:86	DEAN NEWCOMBE, NOTTINGHAM
San Francisco 2	04:72	ROBERT SHELVIN, HUNTERSTOWN, IRELAND
Los Angeles 1	11:22	DEAN NEWCOMBE, NOTTINGHAM
Los Angeles 2	07:86	DEAN NEWCOMBE, NOTTINGHAM
New York 1	06:56	DEAN NEWCOMBE, NOTTINGHAM
New York 2	06:46	DEAN NEWCOMBE, NOTTINGHAM
SURVIVAL:		
Miami	60:00:00	SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND
San Francisco	60:00:00	STEVEN SMITH, ESSEX
Los Angeles	60:00:00	SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND
New York	9:32:22	DAVID ARMISHAW, STAFFORDSHIRE
DIRT TRACK - LAP RECORD:		
TRACK 1	13:23	SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND
TRACK 2	15:29	MARK GOMER, DIDCOT, OXON
TRACK 3	24:59	MARK GOMER, DIDCOT, OXON
TRACK 4	45:85	MARK GOMER, DIDCOT, OXON

### GRAN TURISMO

AFTER BRENT MAXWELL RIPPED THROUGH ALL THE OLD TIMES, FEW HAVE MANAGED TO STAND AGAINST HIM. WELL DONE TO BIG MAC [IAN MACKENZIE] WHO MANAGED TO CHIP OFF A SINGLE RECORD.



#### GRAND TOURER

IAN MACKENZIE

#### LAP RECORDS:

HIGH SPEED RING	0:38:716 (R33GT-R VSPEC)	BRENT MAXWELL, NEW ZEALAND
TRAIL MOUNTAIN	1:01:962 (CERB)	BRENT MAXWELL, NEW ZEALAND
GRAND VALLEY EAST	0:46:030 (R33GT-R VSPEC)	BRENT MAXWELL, NEW ZEALAND
CLUBMAN STAGE R5	0:32:480 (R33GT-R VSPEC)	BRENT MAXWELL, NEW ZEALAND
AUTUMN RING - MINI	0:25:691 (R33GT-R VSPEC)	BRENT MAXWELL, NEW ZEALAND
AUTUMN RING	0:56:555 (GTO '92 TWIN TURBO)	CHRIS (THE KING) KEITHLEY, IPSWICH
DEEP FOREST	0:54:931 (R33GT-R VSPEC)	CHRIS (THE KING) KEITHLEY, IPSWICH
SPECIAL STAGE R5	0:54:486 (R33GT-R '95)	IAN MACKENZIE, WILLESDEN, LONDON
GRAND VALLEY SPEEDWAY I	1:22:024 (R33GT-R VSPEC)	CHRIS (THE KING) KEITHLEY, IPSWICH
SPECIAL STAGE R11	1:20:279 (GTO M12)	BRENT MAXWELL, NEW ZEALAND
HIGH SPEED RING II	0:37:916 (SKYLINE R33)	BRENT MAXWELL, NEW ZEALAND
AUTUMN RING - MINI II	0:25:144 (FTO LIMITED EDITION)	BRENT MAXWELL, NEW ZEALAND
GRAND VALLEY EAST II	0:45:874 (R32 GT-R '89)	BRENT MAXWELL, NEW ZEALAND
CLUBMAN STAGE R5 II	0:33:031 (R33GT-R VSPEC)	IAN MACKENZIE, WILLESDEN, LONDON
TRAIL MOUNTAIN II	1:01:236 (SKYLINE R33)	BRENT MAXWELL, NEW ZEALAND
AUTUMN RING II	0:56:673 (NISMO 400R)	CHRIS (THE KING) KEITHLEY, IPSWICH
DEEP FOREST II	0:54:952 (R33GT-R VSPEC)	CHRIS (THE KING) KEITHLEY, IPSWICH
SPECIAL STAGE R5 II	0:58:581 (SKYLINE R33)	BRENT MAXWELL, NEW ZEALAND
GRAND VALLEY SPEEDWAY II	1:21:483 (R33GT-R VSPEC)	BRENT MAXWELL, NEW ZEALAND
SPECIAL STAGE R11 II	1:20:688 (R33GT-R '95)	BRENT MAXWELL, NEW ZEALAND
TEST COURSE	0:43:49 (GTR)	BRENT MAXWELL, NEW ZEALAND

# HIGH-SCORING HEROES

## TENCHU STEALTH ASSASSINS

COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH! THAT WAS THE AUSTRALIAN BATTLE CRY LAST MONTH, ONLY ONE BRAVE BRITISH SOUL TOOK UP THE CHALLENGE.

### SILENT BUT DEADLY

BEN WILKINS

#### MISSION 1

TIME: 0:46 ..... LLOYD VOCKINS, SHIPHAY, TORQUAY  
Score: 810 ..... ALASTAIR MCLEOD, SHEFFIELD

#### MISSION 2

TIME: 0:24 ..... BEN WILKINS, RIVERSTONE, AUSTRALIA  
Score: 720 ..... LIAM PHOENIX, BOURNEMOUTH, DORSET

#### MISSION 3

TIME: 1:39 ..... BEN WILKINS, RIVERSTONE, AUSTRALIA  
Score: 730 ..... DAVID ARMSTRONG, BRIGHTON

#### MISSION 4

TIME: 0:53 ..... BEN WILKINS, RIVERSTONE, AUSTRALIA  
Score: 825 ..... DAVID ARMSTRONG, BRIGHTON

#### MISSION 5

TIME: 1:15 ..... BEN WILKINS, RIVERSTONE, AUSTRALIA  
Score: 830 ..... LIAM PHOENIX, BOURNEMOUTH, DORSET

#### MISSION 6

TIME: 0:51 ..... MICHAEL ARMSTRONG, BRIGHTON  
Score: 785 ..... NICKY OWENS, MIDDLESEX

#### MISSION 7

TIME: 0:30 ..... BEN WILKINS, RIVERSTONE, AUSTRALIA  
Score: 695 ..... NICKY OWENS, MIDDLESEX

#### MISSION 8

TIME: 1:53 ..... BEN WILKINS, RIVERSTONE, AUSTRALIA  
Score: 705 ..... ALASTAIR MCLEOD, SHEFFIELD

#### MISSION 9

TIME: 1:09 ..... BEN WILKINS, RIVERSTONE, AUSTRALIA  
Score: 785 ..... MICHAEL ARMSTRONG, BRIGHTON

#### MISSION 10

TIME: 2:47 ..... BEN WILKINS, RIVERSTONE, AUSTRALIA  
Score: 700 ..... LIAM PHOENIX, BOURNEMOUTH, DORSET

## TEKKEN 3

SCOTT WILSON MANAGED TO IMPROVE ON HIS BEST FORCE MODE TIME. HE ALSO SENT IN A GOOD TIME ATTACK RESULT. UNFORTUNATELY IT WASN'T ON VIDEO SO WE COULDN'T PRINT IT [SEE VIDEO EVIDENCE BOX].



### STILL THE BEST

LIAM PHOENIX

FORCE MODE: 208,310 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
183,700 ..... LLOYD VOCKINS, SHIPHAY, TORQUAY  
177,960 SCOTT WILSON, HELENSBURGH, SCOTLAND  
TIME ATTACK:  
1:33:80 [YOSHIMITSU] ..... LIAM PHOENIX, BOURNEMOUTH, DORSET  
1:43:80 [PAUL] ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
1:53:44 [YOSHIMITSU] ..... MUSHIN [MUSHY PEAS] MOHAMMED, REDDITCH, WORCS

## TOCA 2

THE MAN WITH TWO FIRST NAMES HAS MADE HIS MARK ON THE TOURING CAR CIRCUIT. DANIEL JAMES RACKED UP AN AMAZING FIVE NEW HIGH SCORES, ON THIS TOUGH BOARD.



### TRACK MASTER

DANIEL JAMES

STANDARD TIME TRIAL:  
THRUXTON 0:59:41 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
SILVERSTONE 1:06:38 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
DONNINGTON 0:54:20 ..... DANIEL JAMES, HENGEDO  
DRAZON HATCH 0:35:85 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
CROFT 0:43:56 ..... DANIEL JAMES, HENGEDO  
ROSE LEWIS, SOUTH LONDON 1:01:27 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
SNETTERTON 0:53:61 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
KNOCKHILL 0:40:45 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
LOCH RANNOCH 1:06:84 ..... DANIEL JAMES, HENGEDO  
DOWNTOWN USA 0:58:03 ..... DANIEL JAMES, HENGEDO  
ALPINE CLIMB 1:04:36 ..... DANIEL JAMES, HENGEDO  
BAVARIA 1:05:86 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND

## V-RALLY 2

IAN [BIG MAC] MACKENZIE HAS PUT AN EGG IN HIS SHOE AND BEAT IT FROM THE V-RALLY BOARD. THE WIZARD HELPED HIM ALONG WITH SOME AMAZING TIMES.

### V-RALLY VETERAN

SCOTT [THE WIZARD] WILSON

ARCADE:  
LEVEL 1  
14:15:02 PERRY KOLSTER, BOSKOOP, NETHERLANDS  
LEVEL 2  
24:30:41 PERRY KOLSTER, BOSKOOP, NETHERLANDS  
LEVEL 3  
32:09:01 PERRY KOLSTER, BOSKOOP, NETHERLANDS  
TROPHIES:  
EUROPEAN  
16:56:25 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
WORLD  
27:38:62 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
EXPERT  
33:55:82 PERRY KOLSTER, BOSKOOP, NETHERLANDS  
CHAMPIONSHIPS:  
EUROPEAN  
23:12:44 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
WORLD  
36:01:88 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND  
EXPERT  
50:59:36 ..... SCOTT [THE WIZARD] WILSON, HELENSBURGH, SCOTLAND

## WIP3OUT

THINGS HAVE STARTED MOVING AT LAST. AFTER A COUPLE OF OBVIOUSLY BOGUS TIMES, SOME READERS FINALLY MANAGED TO BREAK OUR LONG STANDING RECORDS.

### WIP3OUT WINNER

DANIEL JAMES

TIME TRIAL RACE TIMES:  
PORTO KORA VECTOR CLASS: 1:06:88 ..... MARK GOMER, DIDCOT, OXON  
VENOM CLASS: 1:33:00 ..... MARK GOMER, DIDCOT, OXON  
RAPIER CLASS: 1:51:84 ..... DANIEL JAMES, HENGEDO  
PHANTOM CLASS: 2:20:80 DANIEL JAMES, HENGEDO  
MEGA MALL VECTOR CLASS: 1:02:14 ..... GARETH WHITESIDE, LIVERPOOL, MERSEYSIDE  
VENOM CLASS: 2:18:96 THE BEAST, POOLE, DORSET  
SAMPA RUN VECTOR CLASS: 1:49:20 DANIEL JAMES, HENGEDO  
VENOM CLASS: 2:27:56 ..... ALEX WARD, HULL  
STANZA INTER VECTOR CLASS: 1:36:32 ..... ALEX WARD, HULL  
H-FUMI VECTOR CLASS: 1:25:76 DANIEL JAMES, HENGEDO  
P-MAR PROJECT VECTOR CLASS: 2:04:04 DANIEL JAMES, HENGEDO  
MANDOTOP VECTOR CLASS: 1:29:80 ..... ALEX WARD, HULL  
TERMINAL VECTOR CLASS: 1:33:68 ..... ALEX WARD, HULL

## S.C.A.R.S.

IAN MACKENZIE HAS TOTALLY OBLITERATED ALMOST ALL OF THE AUSTRALIAN TIMES. THAT'LL TEACH SOME OF THEM TO VOTE AGAINST THE QUEEN!

### SCAR STAR

IAN MACKENZIE

LAP RECORDS:  
RALLY  
0:51:22 ..... CRAIG STEVENS, BRISBANE, AUSTRALIA  
CANYON  
0:52:76 ..... IAN MACKENZIE, WILLESDEN, LONDON  
MOUNTAIN  
1:12:20 ..... IAN MACKENZIE, WILLESDEN, LONDON  
PIPE  
1:19:80 ..... IAN MACKENZIE, WILLESDEN, LONDON  
ISLAND  
0:44:96 ..... IAN MACKENZIE, WILLESDEN, LONDON  
BLADE  
0:59:80 ..... IAN MACKENZIE, WILLESDEN, LONDON

## SEND IN YOUR MILLENNIUM SCORES

The Millennium has rolled in (technically it's not till next year - Ed) and mankind pushes on towards the next thousand years. This of course means a load more records need to be broken. Send in your best times for *Speed Freaks*, *Crash Team Racing*, *Gran Turismo 2*, and *Formula 1 '99*.



The fantastic midriff of Renee O'Connor shows us how clear a high-scoring picture should look. Get your photos looking like this and reading your times won't be



## WALK-THRU



1 PLAYER



MEMORY CARD [2]



ANALOG CONTROLLER



DIGITAL CONTROLLER



PS2 COMPATIBLE

Publisher: **Eidos**  
Price: £39.99  
Format: UK

game: TOMB RAIDER 4

01.24

**Lara's back** and so are we. As promised, here's the **final part** of our **complete walk-thru solution**. We also bring you a handy guide to finding all **70 secrets in the game!**



TOMB RAIDER IV  
GUIDE

# TOMB RAIDER: THE LAST REVELATION

## PART 2



PLAY COMMENT  
56

The best  
Tomb Raider  
ever [again!]

Play issue 57 is  
out now and  
available from  
most good  
newsagents

Play issue 57 is  
out now and  
available from  
most good  
newsagents

THE UK'S BEST UNOFFICIAL  
PLAYSTATION MAG



## WALK-THRU



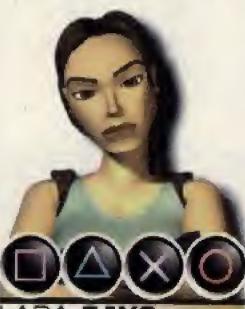
### LEVEL 18

#### HALL OF DEMETRIUS

Head around the passage to a large chamber with balconies. Enter the right passage and follow it up. Collect the Pharo Knot from the plinth. Hang-drop down and enter opposite passage. Head up to see some FMV with Von Croy. He escapes, leaving you to face his red Arab guards, so kill them.

There's nothing else to do here except return to the Coastal Ruins. The quickest way back there is to head back up to the ledge where you met Von Croy. You will notice that there are drag marks on the floor below the lantern. Push it towards the bookcase to open the latter. Enter and drop into the hole to return to the Coastal Ruins.

Climb out of the water and collect the Large Medikit and Crossbow ammo on the right. Jump to grab the ladder that is between the four pillars and then climb up. Follow the passage up and drop out of the building to the beach. Enter the water and swim into the tunnel that is located beneath the brown rocks on the right in order to reach the Temple Of Isis (Level 19).



#### LARA SAYS

Save your game often, but always use multiple slots - you might save a position where I'm doomed or I've missed something and can't go back.

► Kill the three Arab guards after meeting Von Croy, then head back up the passage they came down.

▼ Back where you met Von Croy, push the lantern towards the bookcase to open the latter.



### LEVEL 19

#### PHAROS, TEMPLE OF ISIS

Avoiding the hammerhead shark, swim into the top left window of the temple. Climb out into the short passage and place the Pharo Knot in the slot at the end. Return to the water and swim round to the top right window of the temple. Climb out to another short passage and place the Pharo Knot in the slot: this opens the large gate at the base of the temple. Swim down there and enter the opened gate to find a pool - swim to the far end and wade up the steps to dry land, then blast that blasted shark. Continue up the steps, blasting a skeleton on your way.

Drop into the small pool between the lion statues. Swim through to an underwater chamber with three doors. Open the one on the right (the others lead to empty chambers) and swim up to surface in a tiny pool. Climb out and enter the room with three staircases, ready to



blast a phoenix flying in from left - when it charges up to fire at you, take cover.

Head up the left staircase and then follow the passage to a large hall with a statue at the end. Climb the block in the far right corner and use your Crowbar to pull out a Black Beetle - quickly roll and drop down to avoid the deadly beetles which pour out. (Don't bother removing the beetle in the far left corner, as it's broken.) Leg it back across the floor and climb onto the block on the left. Climb up the blocks to the top (where the beetles can't climb) and push the panel at the end. Drop back down to the floor and climb up the opposite blocks to push another panel. Now drop down to the floor, run past the beetles, and through the opened hole. Drop to the floor and climb onto the short block, then jump via the two slopes to the far ledge (tip: alternatively, just jump to grab the second slope, climb up, and backflip onto the ledge). Collect the Winding Key from the plinth. Press the panel to reopen the entrance door in the hall above. Drop down, dash past the beetles, and climb the ladder on the pillar. Climb up the ladder through the hole. Exit the hall and head back downstairs, ready to blast the skeleton which materialises by the pool.



# TOMB RAIDER IV

## GUIDE



Head up the middle staircase to a small room. As you enter the next room (with pyramid), be ready to blast another skeleton. The pyramid here requires four Black Beetles to open, so you'll need two more. Head over to the hole on the left. Drop into it to slide down a slope. Jump off the end and quickly wade to the far side to climb out before the oil is set alight! Use your Crowbar to remove the Black Beetle at the back (don't worry, no deadly beetles this time). The rear of the right pillar contains a Broken Beetle (collect it if you want). Head back round the side of the flaming oil and run-jump-grab to the entrance – the slope has turned into steps, so climb up them.

Head left to the next hole and slide down, jumping from the end into the oil. Wade quickly to climb out the other end. Use the Crowbar to collect a third Black Beetle. Head back around either side and run-jump-grab to the entrance. Climb up the steps but don't bother heading left to the final hole – it only contains a Broken Beetle and more deadly ones! Instead, head back downstairs to the pool. Turn left to head up the third staircase, which leads to Cleopatra's Palaces (Level 20).

### 2ND VISIT...

As you head downstairs to the pool, watch out for another phoenix up on the right. Shoot it down, then head up the middle staircase, back to the pyramid room. Now use the four Black Beetles to open up each side of the pyramid. Take the Mechanical Scarab from its centre, then combine this with your Winding Key. Head back downstairs to the pool, then left up the stairs to re-enter Cleopatra's Palaces (Level 21, 2nd Visit).



## LEVEL 20

### CLEOPATRA'S PALACES

Head past the pool to the opposite small doorway, then left up the slope. Turn around and head over to the far end to find a door which you can lever open with the Crowbar. Follow the dark passage to a room with another door. Use the Crowbar to open it, then head through to a ledge with a hole. Save your game before dropping through it to slide down to another oil pool. Climb out at the far end, then turn around. Run-jump diagonally right to land on the ledge. Then turn right to stand-jump to the corner where the Black Beetle is. Pise it out with the Crowbar, then stand-jump back diagonally left to the ledge. Save your game just before the next bit, just in case. Stand-jump towards the entrance – you'll land in the oil, but if you climb out quickly enough, you shouldn't be set alight (if you're lucky). Climb up the steps and hang-drop back into the main chamber. Then exit left, back to Pharo, Temple Of Isis (Level 19, 2nd Visit).

### 2ND VISIT...

Drop into the fountain pool and swim through the low tunnel on the right. Climb out in the small room and activate the hole switch to lower a section elsewhere (needed for a secret). Swim back to the fountain pool and climb out. Head up the steps in the far right corner and follow the



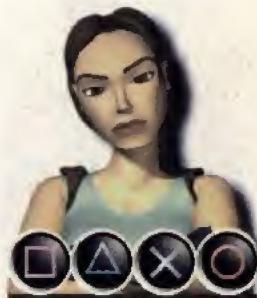
passage round to see some spike holes in the floor. You can now use your Mechanical Scarab: stand on the beetle tile and let it trundle over the holes, deactivating the spike traps. Go over them and collect your Scarab.

Head up the left sloping passage and run (past blades) into the small room. Grab the Right Gauntlet from the tomb, then blast the skeleton. Run past the blades to exit the room. Head left to the next passage, blasting a skeleton on the right. Head right and use the Scarab to bypass more spike traps. Head right, past blades, into a room. Get Wideshot Shells, Shells, and Large Medikit from the tomb, then blast the skeleton. Exit past blades and head right up the stairs, then down the next stairs. Grab a Small Medikit from tomb, then blast the phoenix which swoops in.

Head left into the passage with the bird drawings to find the floor section you lowered earlier. Drop in and shoot the chest to collect Crossbow ammo. Climb out and blast another skeleton. Jump to pull the lever by the doors to open them (they lead back to start) and raise a block. Climb onto the latter and jump to grab the crevice. Climb round to the right to pull up. Shoot the chest for Crossbow ammo, then head up the sloping passage, past blades, to a room with a small pool. Grab Right Greave from the tomb, then quickly blast another skeleton. Head back past



▲ Lara hops back to avoid a swooping phoenix in Cleopatra's Palaces.



### LARA SAYS

My new binoculars come in very handy for examining distant places. They're also great for spotting things in the dark – just press X to illuminate the view.

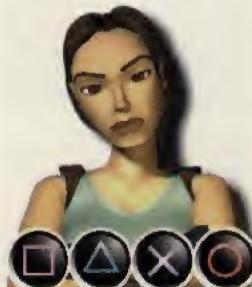
▼ Near the doors you open with the lever, climb right around the mossy crevice until you can pull up.





## WALK-THRU

When Lara steps on this block, a clone is created. If this is attacked, it decreases Lara's energy.



### LARA SAYS

Many creatures (eg scorpions, crocs) can climb up, so get me onto high ground so I can shoot them from above, without the risk of nasty bites.



blades, then right to drop down by the crevice again.

Head round past raised block to the bird passage to find an opened door on the left. Enter and shoot the chests for a Large Medikit and Crossbow ammo. Most importantly, swipe the Pharos Knot from the tomb. Exit and head left, past the stairs, to enter the far left passage. Use the Scarab on spikes ahead (not the left ones), then follow it into the secret room. From the tomb, grab Crossbow ammo, Small Medikit, Wideshot Shells, and Shells x3. Return past the spikes and turn left up the steps to find a slot. Insert the Pharos Knot to open the door

Enter and climb onto the first short block to make a Lara clone appear on the opposite one (don't shoot

it), raising the far left block. Climb onto the latter and monkey-climb to the ledge. Climb up through the hole at the back, to reach the top of the monkey-bars ledge. Blast the phoenix (it may also hurt you by attacking your clone), then run-jump over the gap to the next ledge. Head right and climb into the passage. Proceed up to the ledge and blast another phoenix (you may need to return down the passage to the ledge to target it). Run-jump to the high middle ledge and blast the skeleton. Stand-jump to grab the left lever and pull it, dropping to the ledge below (you'll lose some energy, so make sure it's not too low).

Kill another phoenix, then jump to the other ledge and climb up via the passage to the top again. Run-jump to the middle, then left (to either side of the lever block or Lara will hit her head) to enter the opened gate and collect the Hathor Effigy from the hole. Exit and run-jump from either side of the ledge to the middle. Stand-jump to grab and pull the other lever. Return to

the top via the passage. Run-jump to the middle, then right (to either side of the lever block). Enter the opened gate and blast the skeleton, then collect the Ornate Handle from the hole. Combine this with the Hathor Effigy to make the Portal Guardian. Exit the passage and grab a Large Medikit from the left chest. Run-jump back to the middle, then right to the final gate. Place the Portal Guardian on the left staff to open it.

Blast another skeleton and follow the passage to some stairs. Head down and blast the chest for Uzi Clips. Then enter the throne room to watch some FMV. Lara sits on the throne, summoning two bosses, but only one is active so far. Keep moving to avoid his blue firebolts, while blasting away. When he dies, his friend comes to life, so you have to do it all over again. When he's a goner, enter both small rooms to grab the Left Greave and Breast Plate from the tombs – well done, you now have all the armour.

Drop down either floor hole in the throne room and exit to see some FMV. Your friend Jean has been kidnapped by Von Croy. It's time to head for the City Of The Dead (Level 21).

### LARA SAYS

If I get stung by a scorpion or other poisonous enemy, my energy bar will flash yellow and slowly drain away – and my vision goes a bit wonky. Please use a medikit quickly to stop this happening.

Up on the high ledge, jump to grab each lever and open the door. Make your way back to the top again.



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## WALK-THRU



▲ Riding the bike, you can run over guards to kill them instantly.



and straight over the junction, past the twin roof guns. Get off to kick open the door behind the far right statues.

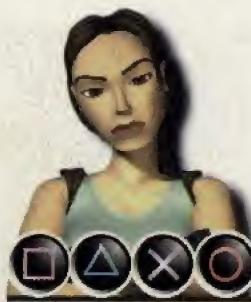
Enter to find a dead bloke. Pull him off the hatch. Return to the bike and head back left at the junction. Head round to the left and get off. Climb into the crawl-space on the left and drop down to find a small room. Push the lever to open the hatch by the dead guy. Climb up through the hole, then turn around and climb up through the opened hatch to enter the crawl-space. Proceed along the passage to find another lever. Push it to open a door up above.

Return along the passage and drop back through the hole to the first lever. Climb up to the bike and ride it back round to the left, past the barricade. Taking a run-up, speed up the small steep ramp to land on the right of the ledge with the barricade. Drive through the latter to fall through to a passage. Get off the bike, collect a Small Medikit, then climb into the right passage and take a long drop into the water. Climb out, head along the passage to the room on the right and shoot the bats. Collect the Flares and Wideshot Shells. Slide down the right slope to the passage. Collect the Revolver ammo near the dead bloke on right.

Proceed to the next corner to grab the crevice. Climb right to pull up. Turn around and stand-jump to grab the crawl-space. Pull up and shoot both the candle (releasing mosquitoes) and the swinging canister (releasing blue iceball). Hang-drop down and head right and up the stairs to a pool. Slide down into it and the blue iceball will hit the water, freezing the surface. Swim along the tunnel and up to the surface. Climb out and hang-drop back to the passage.

Head back upstairs and cross the ice to the far side. Push the lever, then cross back over the ice and head downstairs. Head round to the right to find the opened door. Head through and up the passage to a room. Collect the Small Medikit in the far right corner before heading into the right passage. Use the Crowbar to open the door to find a Secret Large Medikit and Uzi Clips. Exit and climb up the block, then the end of the passage to a crawl-space. Hang from the other side and climb right along the crevice to pull up. Turn around and run-jump to grab lever to open the gates that are near the start.

Shoot the grenade-throwing guard as you enter the gates. Collect Small Medikit, then drop down to left to enter a red room



### LARA SAYS

Those horrible flame-thrower guns will give me a roasting if I get too close. If I sneak around the back of them, I can destroy them by aiming [with Laser Sight] at the fuel tank. However, the two on the roof in City Of The Dead can be blown up by shooting the barrel near them.

Game: TOMB RAIDER 4

06.24

## LEVEL 21

### CITY OF THE DEAD

Shoot the guard on the left and nick his Revolver. Use it with the Laser Sight to snipe the bloke on the roof. Now get on the bike and ride it around the right corner, running over the guard. Take a right, then a left, avoiding gunfire and grenades, to run over a guard by the barricade. Head right over the slope to crush another guard (get off to collect Shells). Turn around and head right along the alley, then left at the junction. Corner left, then right, and right again to run over the guard. Save your game, then take a long run-up to speed over the deadly chasm: head up the left side of the slope to jump from the highest point, then steer slightly right to land on the lowest edge.

Run over the guard on the other side. Get off the bike and climb up by the stone statue. Jump to grab the right slope, then pull up and hold the jump button to leap via the other slopes to grab the high ledge. Pull up and drop down the other side for Secret Grenade ammo, Large Medikit and Crossbow ammo. Climb back up and hang-drop down. Get back on the bike and ride it straight up the left ramp to clear the chasm again. Continue round



► After your daring bike jump over the chasm, jump up via the slopes to grab this ledge. Drop down the other side for secret pick-ups.





# TOMB RAIDER IV

## GUIDE



with lots of stairs. Drop to the bottom to shoot the guard. Head into the right alcove under the stairs to find a crawl-space containing Crossbow ammo. Now climb back out and head back through the gates – it's time to go and get your bike back.

Continue round to the barricade and drop through. Get on the bike and ride it into the end of the passage to burst through the wall! Take it back round through the gates and up all the stairs to the top. Take a run-up from the sandy area to jump from the ledge to the opposite slope and over it. Head up the slope and get off the bike. Enter the far left alcove and shoot the bats, then push the lever to raise a block by the stairs. Back on the bike, speed up the slope to return to the stairs.



Get off the bike and head left to the corner with the raised block. Climb up via it to a passage. Follow it to the end and stand-jump to grab the ledge opposite and pull up. Get the Revolver ammo to the left of the inactive gun. Go through the door you opened earlier. Head through to the roof but don't stray too far forward or those twin roof guns will start firing. Use your binoculars to take a closer look at the red barrel by the helicopter behind the guns. Aiming the Laser-Sighted Revolver from the left side of the roof, shoot the barrel to blow up the helicopter and guns.

Now run-jump from the lower far ledge to grab the opposite ledge. Head to the back of the pit to find a Small Medikit and lever. Push it to open the exit gates. You'll need your bike again, so head back past the pit and run-jump over the right slope to slide safely down to the ground. Climb into the greenish mosque room on the right to claim a Small Medikit and Grenade Gun. Then head back to the entrance gates to the stairs room to get the bike. Ride it to the top and over the sandy area to return down to the main street. Take it round through the exit gates and up the slope to go to the Chambers Of Tulun (Level 22).



## LEVEL 22

### CHAMBERS OF TULUN

Ride left down the slope to run over the guard on the right. Get off and shoot the bloke up on the right balcony. Enter the doorway to enter the mosque. Go through the archway and grab the Grenade Gun from the first alcove on the left. Collect a Small Medikit from the far right alcove. Return towards the entrance and climb onto the ledge to the left of it. Turn around and run-jump to grab the top of the archway and pull up. Stand-jump left to grab the crevice. Climb right and pull up, then jump to the ladder. Climb right around the pillar to the next ledge. Enter the passage and climb up. Follow the passage up to the roof.

Push the lever to open a wall. Run-jump to grab the right ledge above the ladder pillar. Jump to grab the rope, then swing over to jump to the opposite ledge with

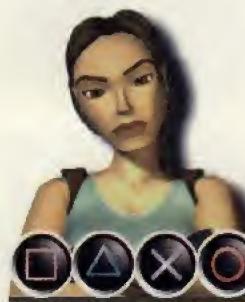




## WALK-THRU



▲ Climb onto the ledge above the wide passage (leading to the Trenches) and crawl through the passage to find this secret area.



### LARA SAYS

Note that I can't drop forwards from a high crawl-space forwards - you need to reverse me up to the edge (hey, no peeking up my shorts!) so I can hang-drop down.

▼ This horned demon is invincible. Steer clear when he hammers the ground or you'll be in trouble.

the opened wall. Watch out for the two large flying beetles as you land in the secret area there - shoot them down. From this Secret area, collect the Large Medikit and Wideshot Shells, then head back to the ledge. Jump left, back to the top of the archway. Retrace your route around to the rope and swing right to the other high ledge. Shoot the guard, then collect the Revolver ammo and Large Medikit. Drop through the hole to slide back down to the bike.

Ride the bike right, corner left, and up the left ramp to clear the chasm. Get off and shoot the beetle. Look up above the wide right passage to see a ledge. Climb onto it to enter the tunnel there. Enter the crawl-space and follow it round to drop into a Secret room that has Flares, Large Medikit, Revolver ammo, and Crossbow ammo in it.

Return through the crawl-space and passage to head back outside. Drop down and follow the raised ground to corner left to find a horned demon with a large sledgehammer - avoid the shockwave when he hammers the ground



or you'll lose a lot of energy. You can't kill him, so leg it back to the mosque and lure him to the far end, then dash back to where he came from. Pull the cog wheel a couple of times, then enter the opened gate by it. Climb up the ladder to a passage leading to Citadel Gate (Level 23).

### 2ND VISIT...

Ride the souped-up bike round to the edge of the chasm and turn it round. Hold R2 + X to turbo up the stairs ramp and land on the high ledge. Get off and enter the door on the left to shoot a guard. Slide down the slope to the warehouse, then head left down the sloping passage, shooting another guard. Head round to the left and kick open the door. Shoot the

guard on the left (note the flame that is in this room), then head back up the sloping passage.

At the top, head left into the passage and shoot the guard. Collect the torch in the far left corner and take it back and down the sloping passage to the room with the flame. Light the torch and take it up the sloping passage to the warehouse. Head up the far ramp and use the torch on one of the sprinklers to set them off, opening the fire doors.

Drop the torch and enter the nearest door. Push the lever on the left to start the mechanism. Head back to the warehouse and through the far passage to the room where you collected the torch. Climb onto the now higher right crate and run-jump to grab the opposite ledge. Pull up and drop to the other side to find some crates. Blast them all open to find a Small Medikit, Crossbow ammo, and Wideshot Shells. Then use the Laser-Sighted Revolver to shoot the padlock on the gate. Collect the Roof Key from the hole behind it.

Now head back to the warehouse and up the left ramp and through the door. Head right, then left to exit to the bike. Ride it over the slope to the ground, then right and into the wide passage, back to the Trenches (Level 24, 2nd Visit).



# TOMB RAIDER IV

## GUIDE



### LEVEL 23

#### CITADEL GATE

Drop down and approach the injured man (Aziz) to talk to him. Collect the Revolver ammo near Aziz and corner right.

Continue round the street until you see some narrow pillars on the left. Head left to collect a Small Medikit and Grenade Gun ammo. As you head past the pillars, a giant fire-breathing lizard monster will wake up – leg it past it him to the passage beyond.

Avoiding mosquitoes, head left, corner right, right, then left to see a low wall on the right. Climb over it and shoot the crocodile which comes from the far crawl-space. As you go to crawl in, another croc comes out, so shoot it. Enter to find Crossbow ammo and Revolver ammo. Crawl back and climb onto the low block in the left wall to drop into the crypt.

Head over to the switches on the far side and press I, then III to move the first tomb, revealing a passage. Drop down there and use the Crowbar on the switch to open a door. Exit the passage and go over to the switches again. Flick switch I back up, then switch II down. Turn around and head to the far right corner, to climb up to the ledge above to find switch III. Flick it to move the second tomb. Drop to the passage beneath it to find another switch. Flick it to open the door above, but watch out for the mosquitoes.

Head up to the opened door, shooting the bats as you go along. Follow the long passage, avoiding the mosquitoes which are found there.



Shoot the bats at the end, then jump to grab the rope. Swing to jump to the far small ledge. Turn left and stand-jump to the lower ledge. Run-jump to the next small ledge, then diagonally left to the next. Shoot the flying beetle then stand-jump to grab the wide ladder. Climb left around the corner to the next small ledge. Run-jump to the opposite ledge, shooting another flying beetle. Jump to grab the monkey bars and, as a beetle attacks, climb over to drop and grab the crevice. Climb left and pull up to the crawl-space to shoot the beetle and collect a Small Medikit. Drop to the small ledge and run-jump diagonally to the lower long ledge. Now run-jump to grab the far high ledge and pull up.

Follow the passage to the end, then run-jump right over the deadly pit to the



ledge with the crashed Jeep. Shoot a couple of beetles and a bat, then collect the Nitrous Oxide Canister from behind the Jeep. Run-jump straight over the pit, then head up into the passage and follow it back round, all the way to the lizard monster. Dash past it again and return to Aziz. Climb back up to the passage to return to the Chambers Of Tulun.

Climb down the ladder and head into the left passage. Jump and climb up to the left, onto the slope, to slide back down outside. Head left, back to the bike. Now ride it into the wide passage and up the slope to enter the Trenches (Level 24).

**A** You have to flick the right switch combinations to move the tombs, revealing more switches.



#### LARA SAYS

To make sure I'm lined up accurately for jumps to ropes etc, hold the L1 (look) button: if the rope (or ledge) is directly behind the middle of my head, you know you've got it right.





# WALK-THRU



## LEVEL 24

### TRENCHES

Ride the bike round to the far left staircase and up to run over the guard. Continue round to crush another. You'll have to find another way up the slope here, so head back round to the start. Get off and head past the palm tree and through the passage. Head left, corner right, then left, shooting the guard on the right. Proceed to the junction, where you get shot at – quickly jump up to the left for Uzi Clips and a Large Medikit. Slide back down the slope and run straight across the junction and right to take cover behind the crates. Now crawl round to the left corner, hugging the crates to avoid the gun sensing you. Shoot its fuel tank through the gap to destroy it.

Climb onto the other crates and up to the ledge for Grenade Gun ammo. Drop to the crates and run-jump to grab the opposite ledge. Pull up and drop into the passage. Corner right and head into the left crawl-space. Use your Laser-Sighted Revolver to snipe the guard at the other end. Crawl past the steam jets to enter the small room. Collect the Small Medikit and shoot the crate for Wideshot Shells. Head right into the alcove and climb onto the left block. Turn around to shoot the fuel tank of another flame-thrower gun, then the guard behind it. Head back through the crawl-space with the steam jets.

Continue along the passage and enter the crawl-space located on the right. Head past more steam jets to reach a short passage with a dead bloke in it. Collect the Weapon Code Key: this will prevent the guns shooting at you. Crawl back past the steam jets. Grab the crevice ahead and climb round to the right, over a deadly chasm, avoiding the steam jet.



▲ See that bit of grey stonework in the crevice? Aim and shoot it in order to climb across.



Climbing round the far corner, drop to terra firma.

Watch out for the guard in the right passage as you head towards the crashed Land Rover. Shoot him, then use the Crowbar on the bonnet of the Land Rover to get the Valve Pipe. Combine this with the Nitrous Oxide to make the Nitrous Oxide Feeder for your bike. Watch out for another guard up on the right – shoot the crate there for a Large Medikit. Head back to the chasm and stand-jump to the opposite ledge. Collect another Large Medikit by the inactive gun. Stand-jump from the left of the ledge to grab the crevice again and climb left. Head back round the passage and climb out. Return back to the palm tree to your bike. Use the Nitrous Oxide Feeder on it to souped it up. Head back to the Chambers Of Tulan (Level 22, 2nd Visit).

### 2ND VISIT...

Ride to the right to get off by the palm tree. Look up to the left of it to see a crevice blocked by a bit of stonework – use the Laser-Sighted Revolver to shatter the latter. Now head up the nearby stairs. Head round to the red-lit area and shoot the guard on the roof. Head back through



the arch and climb into the right alcove to find a Large Medikit.

Head over to the opposite alcove to find a trap door above. Jump and pull it open. Climb through to the crawl-space on the left. Drop down the other side and grab the Crossbow ammo, then climb into the next crawl-space. Turn around and grab the edge of the crevice (which you unblocked earlier). Climb left along it and round the end to drop onto the ledge.

Grab the monkey-bars and climb across (you'll be attacked by mosquitoes). Drop off at the end and shoot the guard on the left. Grab his Small Medikit, then head right and use the Roof Key to open the doors. Head out onto the ledge and run-jump (from its left side) to grab the opposite crawl-space. Climb left along the crevice to pull up. Follow the short passage and climb onto the block. Look through the slit to see a control box with a red light. Use your Laser-Sighted Revolver to shoot it, opening the tall gate to its left.

Now hang-drop down and head back to the bike. Ride it up the steps below the newly opened gate and turbo it up the slope and through to land on the high ledge. Get off and climb up the ladder to enter the passage leading to the Street Bazaar (Level 25).





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# WALK-THRU



## LEVEL 25

### STREET BAZAAR

Drop down and head right to talk to the injured guard – collect the Mine Detonator Body that he drops. Get the Car Jack Body that is located behind the car on the left. Collect the Handle from the table below the ladder – combine it with the Car Jack Body to make the complete Car Jack.

Head over to the red button and press it to open the two doors. Enter the right one and follow the passage. Climb into the crawl-space by the ladder to find a Large Medikit. Crawl back and climb the ladder. Stand-jump from the end of the passage to grab the monkey bars, then climb right to the white ledge. Climb into the right crawl-space. In the small room at the other end, use the Car Jack on the short brick wall to open the hatch above.

Climb up to the roof where the lightning is striking. Head for the far left side to find some metal crates, but run back and forth to shake off the mosquitoes. Pull the funnel crate back once, then go around and push it again. Pull the crate by the lightning back once, then push it into the alcove where the funnel crate started. Now push the funnel crate back to the crossroads, then right to the lightning. The latter will be re-routed to blow up the barrier on the bridge.

Cross the bridge and run-jump to grab the ladder. Climb all the way round to the left to drop onto the small ledge. Turn around and stand-jump straight ahead to the non-sloping roof ledge, then proceed around to the right, avoiding mosquitoes. Collect a Large Medikit, Crossbow ammo, and Grenade Gun ammo from the



▲ On the roof, move the crates so you can push this one under the lightning to clear the bridge.



#### LARA SAYS

If I'm attacked by a swarm of mosquitoes, just keep me running around to shake them off. The last thing a girl needs is flies in her hair.



Secret area. Return around the path and then jump back to the small ledge that is by the ladder.

Climb through the left gap and hang-drop to slide down the slopes to the bottom. Exit the passage and head round to the right. Head down the sloping passage on the right to find a dead guy. Collect the Mine Position Data, then combine it with the Mine Detonator Body to make the proper Mine Detonator. Head back up the slope and watch out for another snorting bull! Lure him into smashing all the crates to collect Uzi Clips, Small Medikit, and Flares. Then get him to knock off the brown boxes in the corner, enabling you to enter the passage behind them. Follow it to the balcony and shoot the guard on the left. Head round to the left to enter the passage below the light leading back to the Trenches.

You slide down near the palm tree. Head back round through the tall gate to the slope below where the bike is. Thanks to a lowered platform, you can now stand-jump to grab the brick wall on the right, then pull up to return to the bike ledge. Climb up the ladder again to re-enter the Street Bazaar.

Enter the left door and follow the passage to a door. Kick it open and shoot

the guard, then head left to shoot another hiding behind the palm tree. Collect the Uzi Clips from underneath the arches (narrow pillars), then exit towards the red barrier to return to the Trenches.

Use the Mine Detonator to blow up the minefield; jump over the barrier and cross it. Press the red button to open the gates, leading back to the bike. Ride it through the gates then go left to run over a guard. Head up the slope, back to Citadel Gate. Turbo up through the barrier to leap over the deadly chasm. Ride right, then left up the slope, crushing crocs. Continue along the passage and past the lizard monster to return to Aziz. An FMV scene shows him turning kamikaze to drive the bomb truck into the monster. You're then transported into the Citadel (Level 26).



# TOMB RAIDER IV

## GUIDE



### LEVEL 26

#### CITADEL

Head forward to see an FMV scene of Lara rescuing Jean, then Von Croy opening a tomb and re-animating some knights. Head left past the pillars, then to the back of the room there to find a staircase. Head upstairs and right to a room with a lever. Push it to open the large gate back in the first room. Collect the torch from the alcove, then light it on the flame there. Head back downstairs and jump up to light the cable, dropping a weight to break the floor in the first room. Head back there and enter the opened gate for Uzi Clips, then drop into the pit. Follow the passage round to the left. Collect the Wideshot Shells that are on the far left of the wide section, then head right and you will see a cut-scene of a baddie up above.

Drop into the water to collect some Grenade Gun ammo from the short underwater block. Climb out onto the low ledge and run-jump to grab the opposite block. Climb onto the wall behind the stairs (don't venture into the right corridor for the Large Medikit or you'll get flamed). Hang off the far side and climb left, then drop to grab the crevice. Climb right, round the corner, to see another crevice below. Drop to grab it and keep climbing right until you can pull up into the crawl-space.

Climb down the other side, into some shallow water. Collect the Uzi Clips on the far side, then climb right into another crawl-space. Save your game and climb down the other side to land on a slope.



Jump via another slope and grab the crevice. Climb left to pull up. Collect the Small Medikit, turn around, and run-jump to grab the opposite ledge. Shoot the guard at the top of the stairs, then head up there. Continue to the top to emerge on a high ledge above the large pool chamber.

Look right to see the baddie you saw earlier. Shoot him, then head up to his ledge: turn around and shoot the blue-robed guard who fires at you. Push the lever to turn off the flames in the corridor, then hang-drop through the hole to it – careful, you'll lose some energy. Grab the Large Medikit and proceed down the stairs to a large chamber.

There are four tables on the floor (including a dark one in the corner), each with a letter on it. This tells you which cardinal point to place them on – place the N table on the north floor circle (use your compass and don't leave the dark S table till last) and so on to open the other doors.

Head into the west passage and climb up to find a hole in the floor. Drop through into the water and swim into the south tunnel (there are three). In the small room at the end, pull the switch in the middle of the ceiling (from the left or right), then head back to the small pool for some air. Now swim through the north tunnel to climb out



in a pool (with a chain you can't pull yet). Follow the passage to return to the tables room. Head into the east passage and follow it down to a room with two guards. Shoot them, then push the lever.

Return up the passage to the tables room, then into the north passage to return to the pool with the chain. Swim along the tunnel to find the water level dropped at the end. Climb into the west tunnel and push the lever to lower the water further. Return to the pool and collect Uzi Clips from the opened left floor hatch then swim along the north tunnel and climb out. Follow the passage to the chain, which you can now pull to open the door. Climb out and blast the guard, then enter the door.

Follow the passage to a small room. Climb into the right crawl-space and down the other side. You'll be attacked by the two knights – don't bother shooting them, they're invincible. Turn left and head into the passage, up the wood ramp to reach the wooden blockage. The knights will follow you, jump over them at the last moment, so they slash through the blockage. Head through to climb up through the hole.

Follow the passage round to the left, then head right at the junction for some Uzi Clips and Flares. Head back to the junction and down between the rows of torches. Continue along the main path to see some FMV with Von Croy, who gets trapped. You're then transported to the Sphinx Complex (Level 27).



▲ No, Lara isn't in Australia. She's pulling a lever hidden in the ceiling of this underwater chamber.





## WALK-THRU



### LEVEL 27

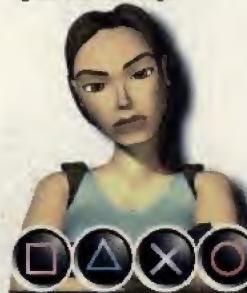
#### SPHINX COMPLEX

Head along the path, ready to shoot two guards. The one on the right will drop a Silver Key. Use this on the lock to open the right door. Watch out for a couple more baddies on the right of the next area. Shoot them, then climb onto the near right wall. Run-jump right over the deadly chasm to push the lever. Jump back, then climb the far wall and run-jump over another chasm to push the lever. Jump back, then head right. Past the walls, you're attacked by a red Arab from the left. Kill him and grab the Shells that are in the right alcove before entering the opened door.

Turn right and slide down the right side of the slope to the ledge. Jump to the left ledge, then it's time for a tricky jump. Run-jump diagonally right from the corner, turning left in the air to grab the shallow-sloped ledge (the one to the left of the corner). Pull up and head for the next pit. Run-jump left to the flat ledge, then quickly turn right to shoot another guard. Collect the Large Medikit, then turn left and run-jump diagonally right to get to the next ledge.



▲ This is a tricky jump. You have to leap diagonally over the pit and turn left to grab the flat ledge.



#### LARA SAYS

If those red-robed guards start twirling their tridents, I can't shoot them. To stop them twirling, simply put away my guns, then immediately draw them again and shoot - that'll trick 'em!



Climb up and kick open the right door. Enter the room and blast the crates for Uzi Clips. Push the large shelf unit to the right to reveal a grating. Shoot open the latter and crawl through. Shoot the next grating and exit, ready to shoot a guard on the right. Blast open the crates to find a Metal Blade. Pull the left shelf unit away from the wall, then pull the second unit left. Collect the Secret Shotgun from the corner. Go over to the corner with the button and collect the Shells before pressing it. Be ready to blast two more baddies as the large gate opens.

Head outside and left, back to the first pit. Run-jump over to the right ledge, then the left one. Jump out and proceed to the next pit. Slide down to the left ledge. Run-jump straight ahead to the next small ledge, then right to another. Jump out and head round to the right to see a white stone on the right. Approach it and Lara will read the inscription in a cut scene.

Head back to the main path and round to the right to find another pit. Slide down to the right ledge, then run-jump right to the next. Quickly climb up and shoot the two red Arabs. Shoot the far left crates to find a Wooden Handle. Combine this with the Metal Blade to make a Shovel. Climb onto the step on the right, then jump onto

the Sphinx's leg. Collect the Wideshot Shells on the right, before sliding down to the white inscription stone. Use the Shovel on the muddy patch in front of it to dig a hole. Drop in and follow the passage to Underneath The Sphinx (Level 28).

### LEVEL 28

#### UNDERNEATH THE SPHINX

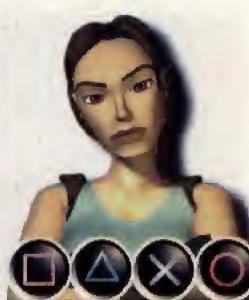
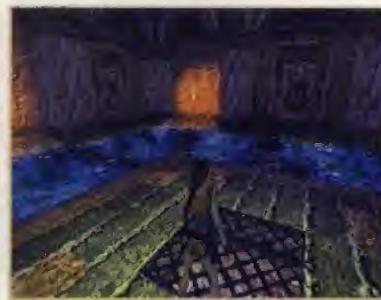
Head down through the gate to see a short cut scene. Approach the right bull and it will start to come to life. Roll around and quickly dash back towards the entrance, then through the left gate. Roll around and wait until the bull starts to charge into the room: jump over it and head through the gate to quickly hit the switch just on the left, trapping the bull. Now use the same technique to trap the other bull in the other small room (if it gets out before you close the gate, simply flick the switch back up and try again).

Now head towards the hieroglyphic switches and round to the left. Collect the Flares from the skeleton, then the Scrap



# TOMB RAIDER IV

## GUIDE



Of Paper under the left flame. Examine this to see a translation of the hieroglyphic alphabet. Head back to the hieroglyphic switches: they translate from left to right as I, Q, and A. Press them in alphabetical order: A, I, then Q (that is: right, left, middle) to open the gate. (If you press them in the wrong order, you'll just open up a different room leading to a maze of torturous traps – so don't!)

Head left past the skeleton to find the middle gate open. Go through, but watch out for the deadly chasm – go to the right side to jump over it. Shoot the two bars, then head right to another chasm. Jump from the left side to clear it. Blast a couple more bats then take a look at the coloured niches up on the walls. Use your binoculars to zoom the view into each hole, holding X to light up the hieroglyphics there. They translate as follows: red – AQi, green – QIA, purple – QAI, blue – IQA.

Now head back to the hieroglyphic switches and enter the first combination: AQi (right, middle, left). Head left to find the right gate open. Enter it and shoot the bats, then head to the right of the chasm, jumping up to the top of the slope. Run-jump straight ahead to land on a small ledge (ignore the one on the left), then jump up to the right.

Shoot more pesky bats, then take a look around to see three crawl-spaces. Enter the left one first, lighting a flare to see in the dark. Head left at the junction, then straight ahead and left to find the Stone Of Maat. Head back the way you came (the other forks just lead to traps) to exit the crawl-space. Head left into the next one, turning right to drop through a crumbling platform. Collect the Secret Grenade Gun from the end of the

passage, then head back through the crawl-space to exit. Head left to enter the final crawl-space. Take the first left, then the first right (up the slope). Head left at the top, round to a switch. Flick it to re-open the gate you came through, then crawl back the way you came, to exit. Head back through the gate and round to the hieroglyphic switches.

Enter the next combination: QIA (middle, left, right). Head left and enter the left gate. Run-jump over the left side of the pit. On the other side are four crocodiles by the water – blast them with the Revolver or Grenade Gun. In the middle of the pool is an island with a closed grating: to open it, activate the four hole switches – two on the left, two on the right. Drop into the grating to collect the Stone Of Khepri. Climb out and flick the switch on the far wall to re-open the entrance gate. Head back there, shooting another bat, and run-jumping to grab the far right of the pit.

Return to the hieroglyphic switches and enter the next combination: QAI (middle, right, left). Head right to enter the right gate. Stand-jump from by the torch on the right of the pit to land on the flat ledge. Grab the edge and climb left around the corner to pull up on the next flat ledge.

Jump left up the slope and shoot the bats. You now have to swim to five switches, in the correct order...

Drop into the water hole and dive down to the junction. Head right (south) and down to another junction. Swim to the left (east) and corner right (ignoring the up shaft there). Head straight (south) past the next junction and follow the tunnel, past a hieroglyph panel, to surface in a small room. Flick the switch and drop back into the water.

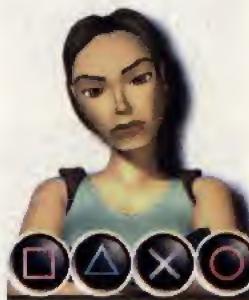
Follow the tunnel around, straight (north) past the junction to corner left (ignoring the up shaft). Continue westwards (ignoring the up shaft), until you can go up or down. Swim up to surface in the second small room. Flick the switch and jump back into the water.

Head left (east) at the first junction, then up at the next. It's best to head up at the next junction to catch some air at the entrance room, as there's a long swim to the next switch. Dive back down to the junction and head east. Ignore the up shaft and corner right (south) and continue down to the next junction. Head south again, then right (west) at the next junction. Swim up at the final junction (by hieroglyph panel) to surface in the third room. Flick the switch and jump back in.

Head east at the first junction, then left (north). Head up at the left corner, then

### LARA SAYS

To get the greatest distance from rope swings, climb down to the bottom of the rope (when it stops moving enough to do so), then aim and hold R2 to swing. Give me two or three swings to build up my momentum, then at the end of the forward swing, press jump.



### LARA SAYS

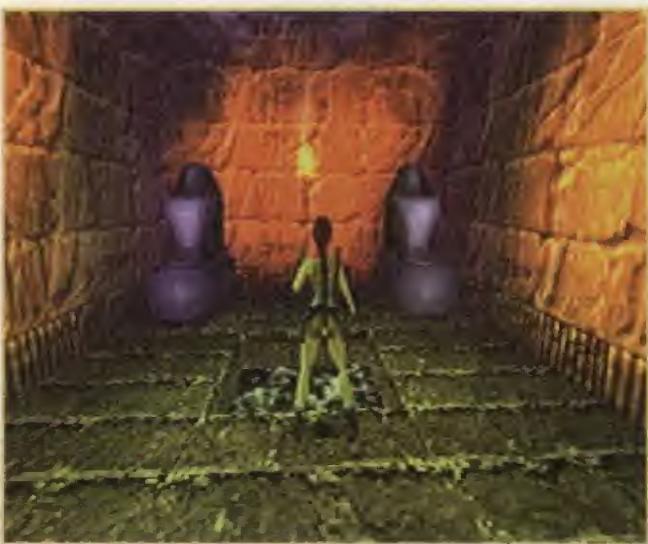
I can blow up skeletons and mummies with the Grenade Gun, but sometimes it's best just to avoid them and save precious ammo.

▼ Ahem... how did this get in here? Tip: Use the Look button to get a good view of the scenery.





## WALK-THRU



▲ There are nine holes along these walls, but most contain nasty beetles.

corner left at the next (ignoring the up shaft). Continue up and head right (north) at the junction to surface in the fourth small room. Flick the switch and jump back in.

Swim down at the first junction, then left (east) at the next. Swim up at the right corner to surface in the fifth room. Collect the Stone Of Atum Key, then flick the switch on the opposite wall to reopen the entrance gate. Jump back into the water and swim west at the first junction, then up to the entrance room. Slide to the flat ledge and climb right around the pit edge to the next ledge. Jump right over the slope and exit.

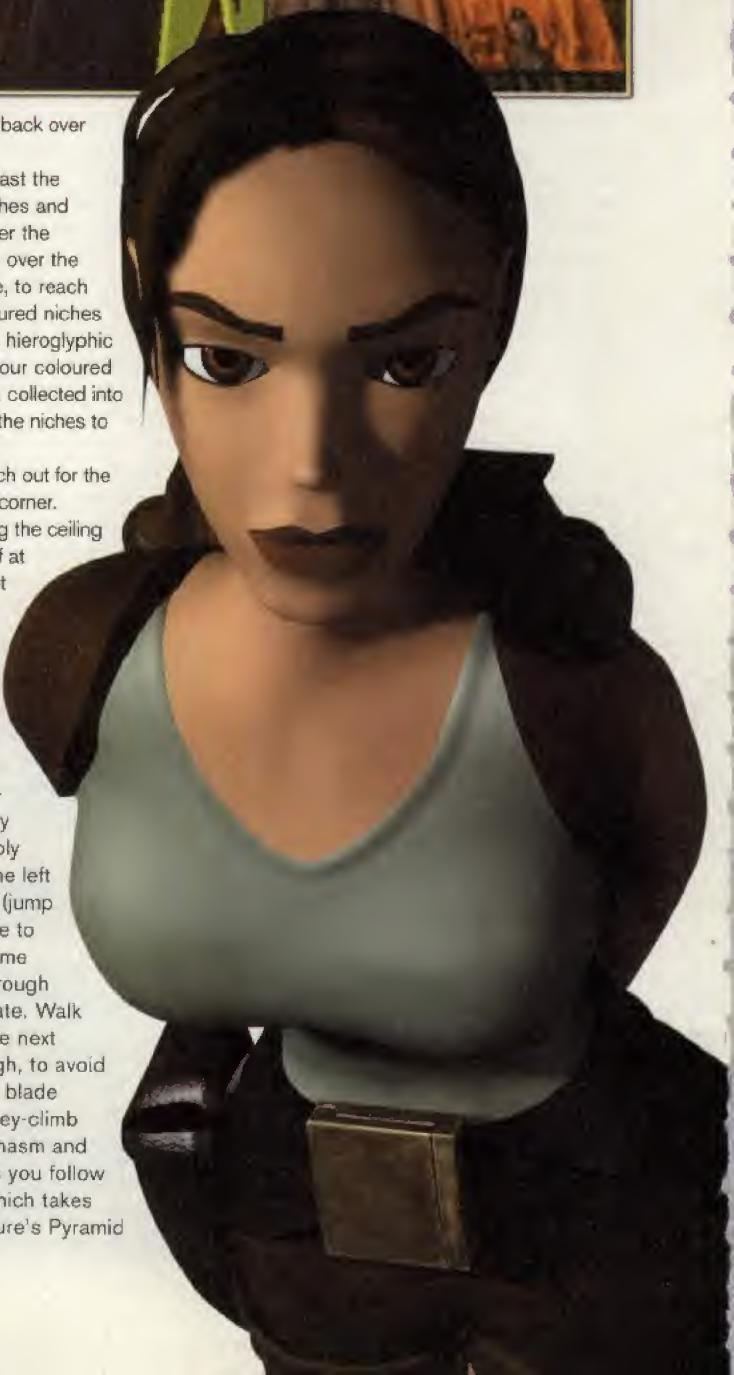
Back at the hieroglyphic switches, it's time to enter the final combination: IQA (left, middle, right). Head right to enter the opened middle gate. Shoot the bats and jump over the small pit to an area with lots of hole switches on the walls. First, press the right switch on the middle (east) wall, to collect the Stone Of Re. Then press the right switch on the left (north) wall to reopen the entrance gate. Don't touch any of the other switches unless you want a load of deadly beetles.



pouring out! Jump back over the pit and exit.

Head straight past the hieroglyphic switches and skeleton, to re-enter the middle gate. Jump over the two pits, as before, to reach the area with coloured niches where you got the hieroglyphic codes. Insert the four coloured Stones you've just collected into the holes beneath the niches to open the gate.

Enter it, but watch out for the chasm around the corner. Monkey-climb along the ceiling to cross it. Drop off at the far end to shoot the bats which attack. Save your game before entering the gate. As soon as you enter, spinning ceiling spikes will start to descend – you need to quickly collect the four Holy Scriptures from the left and right alcoves (jump sideways from one to another on the same side), then exit through the opened far gate. Walk slowly through the next small room, though, to avoid being hurt by the blade traps. Then monkey-climb across another chasm and shoot the bats as you follow the path along which takes you up to Menkaure's Pyramid (Level 29).



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# WALK-THRU



## LEVEL 29

### MENKAURE'S PYRAMID

▲ The hatch handle is on the far edge, but you need to be facing the other way (north) to pull it.

Climb up the left blocks and look up to see a closed hatch. The handle is on its far edge, but you need to be facing the other way (north) to jump straight up and pull it open. Climb up through the hole, ready to face a giant scorpion – blast it with a Revolver before it can sting and poison you. Head to the crossroads to see another scorpion attacking the guard on the left – when it's killed him, shoot it. Grab the Revolver ammo the guard left. Return to the crossroads and head left for a Large Medikit. Back at the crossroads, head left again.

From the left edge of the pit, jump diagonally left to the next flat ledge. Head around the corner, ready to blast another scorpion. Run-jump over the right side of the left pit to grab the far side. Pull up and quickly shoot the scorpion and flying beetle. Go right to find a pit. Walk to the edge and turn right, then run-jump to grab the ledge. Climb up to start sliding, then quickly jump to land on the flat. Jump left to the main path and shoot the flying beetle.

Save your game before entering the right door. Inside, a scorpion is attacking a guard. If you're quick enough, you can run in and blast the scorpion to kill it before the guard dies. In this case, he'll hand you the Guards Keys and the Armoury Key (the latter opens a Secret on Level 32). If not, you'll just get the Guards Keys. From the corners, collect Shells, Small



#### LARA SAYS

When doing a running-jump, you can hold X (grab) to lower my trajectory – which may avoid me hitting my head. However, the distance of the jump is slightly reduced, so beware.

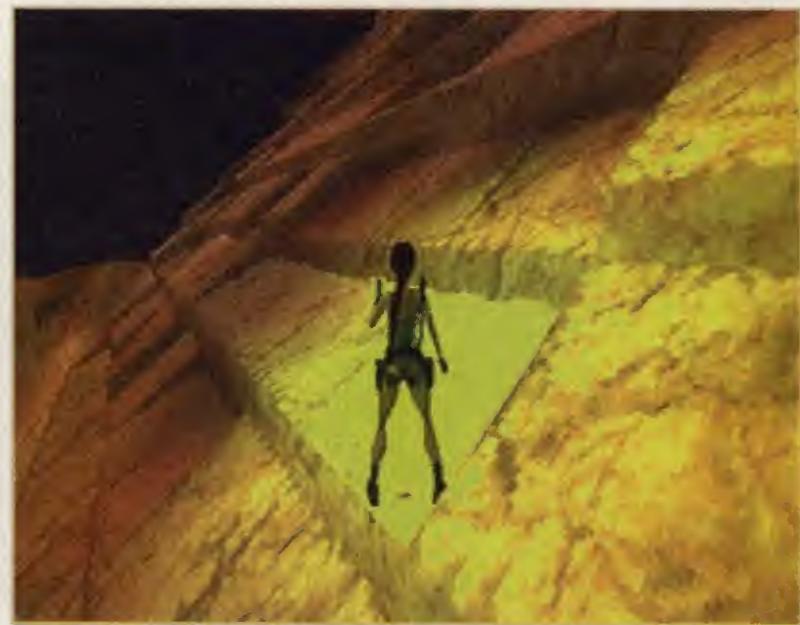
▼ Watch out for giant scorpions. If they manage to poison Lara, use a Medikit to cure her.



Medikit x2, and Wideshot Shells. Then exit back outside.

Head back to the left and walk along the right side of the pit. Jump up to grab the sloping edge, then climb left around the corner and as far as you can before dropping down on the other side of the pit. Now jump onto the raised pyramid tile nearby and walk diagonally left to the next. Climb up to the right, then jump diagonally left to the next. Walk left and shoot the flying beetle. Walk to the far left corner of the long ledge, then hop back to do a running jump. You'll slide down to the next ledge – be ready to shoot another flying beetle. Head forward to the end of this ledge, then right to the next tile. Climb up to the next, then sidestep

right to climb the next two ledges. Walk to the far right corner and shoot another beetle, then run-jump to land on the ledge located by the gates. Use the Guards Keys on the lock and then enter to reach Inside Menkaure's Pyramid (Level 30).



# TOMB RAIDER IV

## GUIDE



### LEVEL 30

#### INSIDE MENKAURE'S PYRAMID

Head down the slope and shoot a bat. Time your runs past the two swinging blades, then shoot more bats. Head round to the top of the stairs and look up above the blades to spot a star. Use the Laser-Sighted Revolver (or Crossbow) to shoot it (to open a hatch further on). Head downstairs and use the Grenade Gun to blow up the mummies, then shoot the bat. Collect the Revolver ammo from the far left, then jump into the 'skip'.

Drop through the hole to the passage. Head down to a chamber with a rope over a spike pit. Run-jump to the rope and swing over. Grenade or avoid the mummies (and bat) as you proceed to the right. Use the two ropes to swing over the spike pit. Head up the passage and flick the switch to open a hatch. Swing back via the ropes and head round to the right and another pit. Use the ropes to swing over it. Follow the passage and climb up through the opened hatch.

Keep jumping sideways to avoid the firebolts of the Egyptian guardian as you shoot him. When he's dead, use the Crowbar to pull the Western Shaft Key from the large star that is on the far wall. This will open a passage by the stairs near the start of the level. Head all the way back there to enter it. Slide down and walk along the next passage – as soon as you hear a click, duck to ensure you avoid the passing blades! You're then



safe to continue around to the end of the passage.

Jump to pull open the hatch and climb out, ready to shoot two giant scorpions on the right. Head that way and left between the pyramids to see a small switch in the left alcove. Press it to open the top of the other pyramid. Head back to the left, shooting a scorpion, then left towards the pit. You need to climb the pyramid on its left. Climb up the first two flat ledges, then run-jump right to the next. Turn left to climb up the next two ledges, then jump diagonally left to the raised tile at the top. Turn around and hang-drop to the ladder to climb down to the bottom.

Follow the passage to a pit and run-jump over it. For the next pit, jump to grab the monkey bars and climb to the far side. The next pit has a swinging blade – time a running jump along the left or right side to grab the far side. Repeat the process for the next pit. Ignore the left passage for now and continue past another pit until you come to a chain. Pull it to open a gate elsewhere.

Return past the last pit and jump up to grab the monkey bars. Climb right into the passage you ignored earlier (it has no floor) to reach the room with the opened

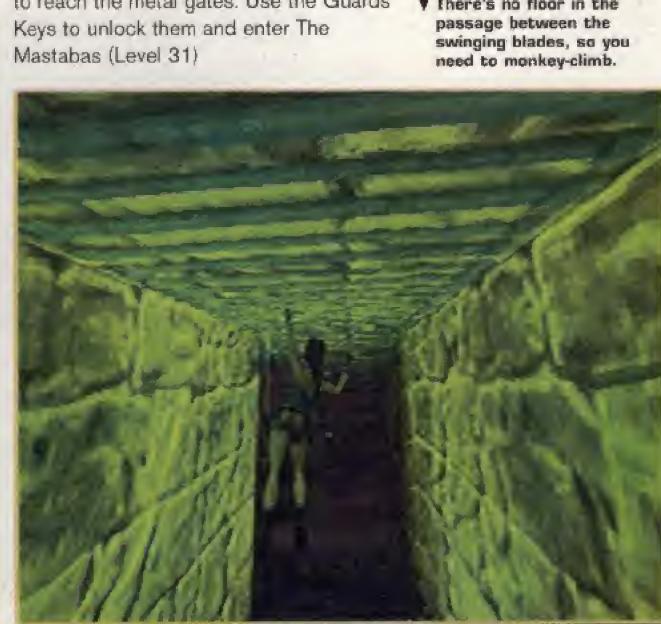


gate. Save your position before entering it – the next bit could be deadly. You'll slide down towards a spike pit; jump near the edge to clear it. You'll slide down another slope – jump to the far slope and grab the edge of the hole to avoid losing energy as you drop in. Head up the path to return to the Sphinx Complex.

Climb out (of the hole you dug before) and head round to the right. Cross the pit to reach the metal gates. Use the Guards Keys to unlock them and enter The Mastabas (Level 31).

After opening the top of the next pyramid, climb up it. Climb down the ladder to enter safely.

There's no floor in the passage between the swinging blades, so you need to monkey-climb.





# WALK-THRU

## EVERY SECRET REVEALED!

Here's a quick guide to the location of all 70 secrets. You don't get anything for collecting them all, though.

### L1 ANGKOR WAT

1. Golden Skull to left of main steps near start.
2. Skull in water below first jump.
3. In corner below run-jump-grab.
4. At bottom of large pool.
5. In far right corner by boars.
6. To right of room after boars.
7. Enter crawl-space, crawl into left tunnel.
8. Round to right of walkway in area after dash and roll.

### L3 THE TOMB OF SETH

9. To right (north) of slope near the dogs, climb into short passage.
10. Before using hole switch to raise sand, enter sand pit and short passage.
11. Swing via rope to blue passage. (Climb to top avoiding spiked roller.)
12. Before using Timeless Sands, climb ladder to left of Sphinx. Push lever to open door in side of Sphinx. (Note: do this before using the Timeless Sands.)
13. Before using Timeless Sands, climb ladder to left of Sphinx. Jump onto Sphinx, climb to top of head to find small cave.

### L4 BURIAL CHAMBERS

14. As you slide at the start, jump to grab ledge.
15. After collecting Hand Of Orion, jump to left side.
16. Head round left of room with sarcophagus to avoid getting Amulet Of Horus. Enter next room (with pushable statue) and drop into far left corner to find alcove.
17. Climbing steps in cave, drop into right alcove.
18. Entering large rotating chamber for first time, jump left to alcove.

### L5 VALLEY OF THE KINGS

19. At start, climb into the near left dark alcove.
20. At start, climb to entrance of near right dark alcove. Turn right to jump and grab high ledge, then climb up to ledge above entrance.
21. Climb down the ladder into pit by rock bridge with guard. Enter dark tunnel.

### L6 KV5

22. After driving through the first wooden platform legs to knock the guard down, climb into the crawl-space to the right of the next archway.
23. Climb to walkway to right of locked gate. Head round to the right to drop underneath walkway, then head back to the left.
24. After passing third spiked ball, climb up ladder in right roof hole and backflip to ledge.

## LEVEL 31

### THE MASTABAS

Head round to the left and shoot the dog. Head behind the lorry, shooting another dog to collect the Jerry can between the petrol pumps. The door is locked, so head back past the truck and into the left alley to find a door on the left. Kick it open and enter. Collect the Revolver ammo, then pull open the floor hatch. Drop in and shoot the dog, following the passage along to a junction.

Head left and follow the passage to a small room. Shoot the two dogs, then collect the Small Medikit and Crossbow ammo. Now use your Laser-Sighted Revolver (or Crossbow) to shoot the gems in the three wall-mounted wolf-heads' mouths. This opens the far door, releasing some mummies. Either blow them up or avoid them as you enter the opened passage where you can collect the Small Waterskin (Empty).

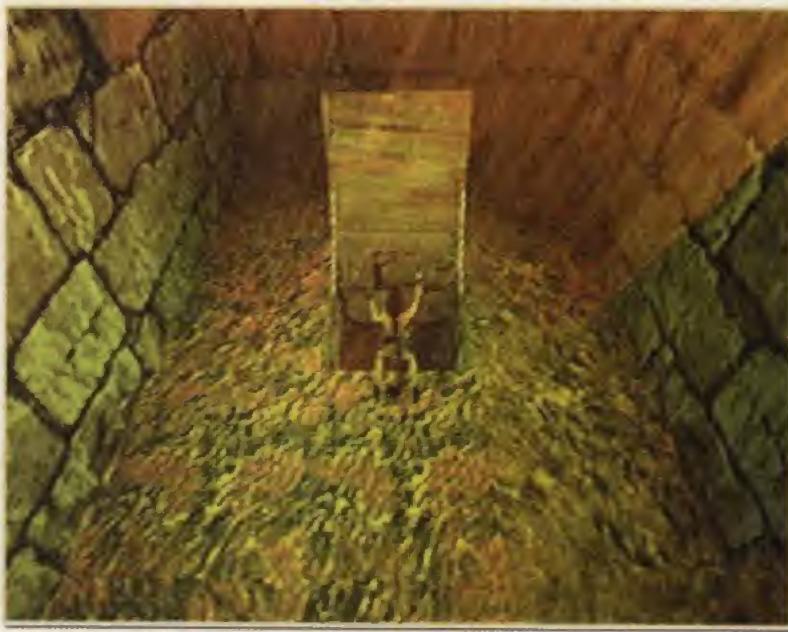
Head back to the junction and left. Follow the long passage, shooting a couple of dogs, to find a ceiling hole at the end.



Climb up to emerge outside and shoot the bats. Go through the short passage to find yourself between two pits. Head right and shoot the dog before taking a running jump over the pit to the far (east) side. Shoot the 'Danger' sign (pahl) and enter the door, killing the dog and bats. Open the floor hatch and drop in.

This section's similar to the previous tunnels. Head right at the junction, shooting two dogs, to reach another room with wolf-heads on the walls. Use the Laser Sight to shoot the gems in their mouths, as before, to open the far door, releasing a mummy and bats. Collect the Bag Of Sand from the opened passage, then return to the junction and head right. At the next junction, head left and shoot the dog. At the end you'll find a Large Medikit and Revolver ammo. Return to the junction and head left, shooting another dog.

Climb out of the hole at the end and shoot some more bats. Open the door and shoot the barrier. On your left you will see another pit. Run-jump from the left edge to the small corner ledge on the right. Do another running jump to the next path (north). Head right and shoot the two (small) scorpions before opening the floor hatch.



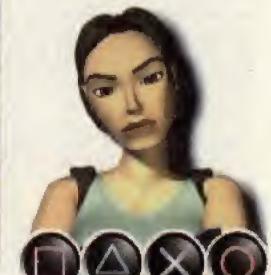
Drop into the passage and turn left at the junction. Shoot the two dogs, then the bats in the room. Use the Laser Sight to shoot the gems in the wolf-heads, as before, to open the door. Enter and shoot the bats. Go past the three scales to some shallow water. Fill the Small Waterskin then use it on the scale with the water symbol (left one as you enter room). Use the Jerry can on the middle scale, and the Bag Of Sand on the right one. Head back to the junction and straight over. Shoot the dog and collect the torch at the end. Return to the scales room and light the torch on one of the flames, then use it to light the middle scale.

A door opens on the left, so enter it. Blast the mummies and use the Crowbar to pull the Northern Shaft Key from the far wall. Then use the Laser Sight to shoot the gems in the two wolf-heads. Return to the scales room to enter the opened opposite door. Shoot more gems in wolf-heads, then shoot the dogs as you enter the far doorway. Follow the passage to a junction and head left for a Large Medikit.



# TOMB RAIDER IV

## GUIDE



LARA SAYS  
Sometimes I need to use the Laser Sight, with the Revolver or Crossbow, to aim at things, such as the gems that are in the mouths of the wolf-heads in the Mastabas.



Shoot the dogs on the way back to the junction and go left to climb up out.

Shoot the scorpions as you head out through the short passage to find a pit on the left. Walk along the left ledge and run-jump left to the path there. Turn around and run-jump (from the left edge) to grab the far (south) ledge. Open the right door and shoot the bats. Then open the floor hatch and drop in. Follow the passage, shooting a scorpion, to the junction. Head left to shoot a scorpion and collect Revolver ammo. Return to the junction and go left, shooting scorpions, to climb out at the end.

Shoot the dog and Danger barrier and enter the opposite door. Shoot the bats and open the floor hatch to drop in. Head right at the junction to collect a Small Medikit, then head back past the junction, shooting a dog. Continue to the room, blasting dogs and bats. Use the Laser Sight to shoot the gems in the wolf-heads.

Enter the opened door to a room with three monkey statues. Use the Crowbar



on the switch in front of the right statue to open the right door (the others release real monkeys). Enter and blast/avoid mummies, then use the Crowbar to prise the Southern Shaft Key from the far wall. Return to the



statues room to find the opposite door is open. Enter and use the Laser Sight to shoot the gems in the wolf-heads. Follow the far passage and slide down the slope. Climb the steps and head up to The Great Pyramid (Level 32).

## LEVEL 32

### THE GREAT PYRAMID

Follow the passage round and climb out at the end. Collect the Small Medikit and Shells before heading through the doorway and shooting the barrier. Be ready to shoot a guard on the right as you exit. Head left to the pit and run-jump to the path on the left. Turn round to shoot the two guards. Open the door and shoot another guard, then the flying beetle. Open the floor hatch, but don't drop in! It's a long way to the bottom, so hang-drop to the ladder to climb down. Collect the Secret Grenade Gun from the end of the passage, then climb back up the ladder.

Turn left to see another passage and plaste the barrier. Kick open the opposite door and kill another guard. Don't bother with the floor hatch here - it's just a deadly drop. Open the far door and head outside. Round to the left is another Danger barrier: shoot it and enter the door. Blast the two flying beetles and collect Grenade ammo and Uzi Clips from the corners. Open the floor hatch for a Large Medikit.

Exit the room and approach the huge pyramid to see a short cut-scene - it's going to be a long way up. Head out onto the ledge to run-jump over the chasm. Slide down to the ledge on the left. Run-jump to grab the far ledge. Walk onto the next tile (it's not a slope) and climb up to the right ready to shoot a flying beetle. Walk onto the next flat ledge, then climb up to another. Turn right and run-jump to the next flat ledge, but immediately walk backwards a couple of steps to avoid the falling block!

Stand-jump to the flat tile then to the next, stepping back to avoid another

falling block. Climb up to the left, then turn right and stand-jump to the flat tile, then to the next. Stand-jump again to slide down to a ledge - don't move until the falling block has passed! Drop up to the flat ledge just below. Run-jump across the chasm to grab the opposite ledge. Pull up and turn left to shoot the flying beetle, then run-jump to the sloping ledge there. Turn left and walk to the right corner. Run-jump back towards the pyramid, grabbing the low ledge.

Climb onto the next ledge and walk to the right - but not onto the slope or you'll fall! Stand-jump to the ledge with the Large Medikit. Turn around and jump diagonally right to the next flat tile, then immediately stand-jump to the next to avoid the falling block. Stand-jump diagonally again to the next tile. Turn left to stand-jump to the tile, ready to blast another flying beetle. Walk up onto the next tile and climb to the ledge.

Turn right and stand-jump to the tile. Do another standing jump to the next tile, but quickly backflip to avoid the falling block. Stand-jump to the tile again, then turn left to climb up via the next tile to the ledge. Walk left and shoot the two flying beetles, then turn right to climb up to the longer ledge. Walk as far left as you can, then do a running jump to slide down to a ledge. Turn left (west) and run-jump to the next ledge, ready to shoot a flying beetle.

Don't bother climbing up the right ledges. Instead stand-jump (west) across to the next tile. Stand-jump again to slide down to the tile just below. Stand-jump diagonally up (northwest) to the next flat ledge. Walk left to the edge and stand-

jump (west) to slide to the next tile. Stand-jump diagonally up (northwest) again to the next ledge. Climb up to the next tile, shooting a flying beetle. Climb up the next two ledges, then stand-jump diagonally left (northwest), up to the next flat tile. Turn left to stand-jump across (west) to the next tile, then quickly stand-jump forward to avoid the falling block. Now walk to the edge and do a running jump (west) to slide all the way down to Khufu's Queens Pyramids (Level 33).





# WALK-THRU

25. Climb down ladder that is in L-shaped pit and go left under crawl-space. To enter it, release X, then immediately hold X (to hang) and press L2 + V before Lara puts her legs up again.

**L7 TEMPLE OF KARNAK**  
26. Head left from the monolith, through middle arch. Enter left crawl-space to reach hall. [Head round to urns and shoot them for pick-ups.]

27. Diving down in pool, enter underwater door and surface through ceiling hole.  
28. From 27, swim further round and left through narrow gap to underwater room.  
29. In altar room (with two sets of monkey bars), climb into near left crawl-space.

**L9 SACRED LAKE**  
30. After using Sun Talisman, enter south door. In water below pole, swim east to enter underwater door.

**L10 TOMB OF SEMERKHET**  
Note: For secrets 34-37, you must have lost at the game of Senet.

31. From first ledge above Senet board, jump left to ledge and climb ladder up to right passage.  
32. After raising cage in fire holes room, jump to ledge and climb round ladders to right to crawl-space.  
33. After losing at Senet, enter the left floor trapdoor and slide down the slopes: jump from the third slope to grab ledge.  
34. From 33, slide down again and grab pole. Climb down to room with two ropes. Use first rope to swing to red ledge and push open the secret doors.

35. In the chamber with three ropes, swing straight from the third ledge to far ledge.  
36. When you reach high pole after three ropes, collect torch from hole by dropped hatch. Throw torch to floor and climb down. Light torch on flame by three ropes, then light two wall torches to open trapdoor. Drop down and backflip past blade trap, but beware of beetles!  
37. After jumping across from dropped hatch (by torch hole), climb up through hole and pull switch to raise cage. Climb up via latter through hole.

**L11 GUARDIAN OF SEMERKHET**

38. In passage leading to bull, use monkey bars to climb to crawl-space leading to pit with fires.  
39. Past bull, continue round to dark room. Collect torch from hole and head back round to flame to light it. Head back to the hole room and light both torches to open door to the secret passage.  
40. After luring the bull to hit all three eye panels, take the right-hand passage. Climb ladder and go left to small room.

**L12 DESERT RAILROAD**  
41. Hang-drop from the rear of the last carriage and

## LEVEL 33

### KHUFU'S QUEEN PYRAMIDS

Follow the path to see a man fighting a giant scorpion – shoot to kill both of them. Head left, down to the door. Enter and shoot the right crate for a Small Medikit. Head through the open gate and shoot the right crates for Revolver ammo, Crossbow ammo, and Grenade ammo. Blast open the left crates for Wideshot Shells, Uzi Clips, and Grenade ammo.

Exit back outside and round to the left to see another door down to the left. Enter to find a locked gate. You need the Armoury Key (from the guard you saved in Level 29) to open this and enter the Secret area. Shoot the crates for a Crossbow, Grenade Gun, Revolver, Shotgun, Uzi, Shells, and Crossbow Ammo.

Head back outside, ready to blast a giant scorpion. Head north to the pit and walk around the left side to stand-jump to the flat ledge. Do a running-jump around to the path on the left. Quickly blast the scorpion, then turn around and run-jump



over the chasm to grab the opposite ledge. Stand-jump right to the next ledge, ready to blast a flying beetle. Climb up onto the next ledge, then run-jump left to land on another – but don't try to grab or you won't reach it! Then stand-jump slightly left to the next ledge. Turn left to run-jump back across the pit, aiming slightly right to grab the ledge (just to the right of the missing tile).

Turn right and run-jump to the ledge, ready to shoot the flying beetle and giant scorpion – tip: keep away from the edge! Follow the path around to the left for a Small Medikit. Then push the oddly shaped block to the end of the path to open a passage just to the left. Enter it and open the floor hatch. Hang-drop to the ladder and climb down.



Head through the gate to the labyrinth. Head right at the junction and shoot the (small) scorpion past the falling wall. Reach into the first hole on the left wall for a Small Medikit. However, don't touch the second hole or beetles will pour out. Corner left and shoot another scorpion. Head right at the junction and corner left to a passage with torches. Ignore both wall holes and corner left to shoot a scorpion. Head right at the junction and shoot the scorpion. Corner left and ignore the wall holes. Go right at the junction to finally reach the star room.

Jump sideways while blasting the Egyptian guardian (and scorpion). When he's dead, use the Crowbar to prise the Eastern Shaft Key from the star. You now have to head back through the labyrinth.



# SHAOLIN

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# WALK-THRU

then grab and pull into the doorway there.  
42. Use Crowbar to open the broken panel in the third carriage along.  
43. Use Crowbar to open panel in first carriage.

**L13 ALEXANDRIA**  
44. After meeting Jean, exit to balcony and jump left to ledge, shooting guards. Turn right and jump to grab roof, then climb right to drop and pull switch. Open door, shoot guard and enter the secret alcove there.

**L15 CATACOMBS**  
45. In the large chamber with two ropes, swing south from the second to grab ledge.  
46. After collecting first Trident, head back down to floor and round to tall room. Floor will rise, lifting you to secret alcove.  
47. In the passage leading to the second Trident, destroy all five bone piles (including one back by the pole) to open a secret door.  
48. From 47, walk across the floor until the view changes. Climb down the pole and jump into the left area to find the open door on the right.

**L16 TEMPLE OF POSEIDON**  
49. Taking the north passage from the big pit, drop into the pit, turn around, and enter the left crawl-space. (Note: You must do this before flooding the pit.)

**L17 LOST LIBRARY**  
50. Where you get the first Golden Star, drop below the left large cog.  
51. After defeating Horseman, head through the wide passage and round to the end where there is a sloped block. Use Crossbow with Laser Sight to shoot the switch above it to open up nearby gate.  
52. Sliding down to large chamber with large lion statues, jump to grab ladder. Climb up and jump right to the ledge.

**L18 HALL OF DEMETRIUS**  
53. On ledge where you met Von Croy, push lantern towards bookcase to open it and enter to return to the Coastal Ruins.

**L20 CLEOPATRA'S PALACES**  
54. Head north from steps by Pharos Knot slot, using Scarab to bypass spikes.

**L21 CITY OF THE DEAD**  
55. After crossing iced pool to flick switch, enter opened door. In next room, enter right passage and use Crowbar to open door.  
56. Ride the bike left from the roof guns to reach a large pit. Head up left side of slope to jump from highest point, then steer slightly right to land on lowest edge. Climb up by stone statue. Jump to grab right slope, then pull up and hold jump button to leap via other slopes to grab high ledge. Pull up and drop down other side.



Looking out for scorpions, go straight on at the first junction, right at the next, left (grab the Shells from the first hole), left, right, then straight over the last junction through the open gate. Climb back up the ladder.

Head back round to the pit and run-jump to the opposite ledge below the pyramid. Run-jump left to the ledge. Stand-jump to the next, ready to shoot a flying beetle. Turn right to climb up, then walk right to climb up to the next tile. Stand-jump diagonally left (northeast), then repeat to the next ledge (stay put to avoid the falling block). Walk to the end and do yet another standing jump (northeast). Head left along it, ready to shoot two flying beetles. Then climb up to the gates and use the Guards Keys to open them. Enter to reach Inside The Great Pyramid (Level 34).



## LEVEL 34

### INSIDE THE GREAT PYRAMID

Proceed down the path carefully to reach a pit. Drop to the lower left side and run-jump across it. Get your gun ready to blast a couple of Arabs (including a red one). Once they're dead, head right and follow the passage, shooting another guard. Head through the gate and shoot another red Arab.

Walk between the slopes and some pillars will start sliding from side to side. To bypass each one, hug either wall and walk as near to the pillar as possible, then



stand-jump forward just as it moves out from that side. Be ready to shoot three dogs in the next room as you head around the rear to enter the 'skip'. Collect the Small Medikit and torch. Light the latter on a flame then use it to light the other four on the wall. This opens a short passage in the west wall; enter it to collect Wideshot Shells and flick the switch, opening a door above the two slopes. Shoot a couple of dogs in the torches room, then return past the sliding pillars. Shoot the bat and head up either slope to enter the door.

After a short cut-scene, place your four Shaft Keys in the stars on the walls,



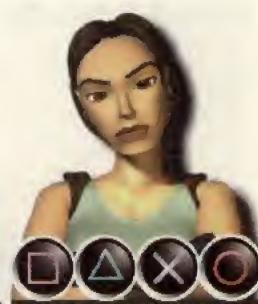


# TOMB RAIDER IV

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passage just above the bottom. Drop to the next passage to enter the Temple Of Horus (Level 35).



### LARA SAYS

When I reach the three hieroglyphic switches underneath The Sphinx, press them in the correct order (right, left, middle) first. Otherwise a gate will open to a maze of traps – and I don't want to go there!



causing the light beams to open a hole in the floor. Now flick the switch between the two stars on the far wall to reopen the gate located below the slopes. Shoot the two guards who arrive, then head back past the sliding pillars to find that a light beam has destroyed the skip. Enter the opened short passage on the right. Collect the Large Medikit that is on the right, then flick the switch on the left to open a gate.

Head back past the sliding pillars and through the gate. Follow the passage back round to the original slope, shooting any guards there. Head right down the slope to another pit (just past the narrow section). Stand-jump over it – don't run or you'll fly into the second pit. Shoot bats, then run-jump over the next pit to the far ledge. Shoot a guard, then stand-jump over the pit. Drop down to the next platform for a Large Medikit, then stand-jump over the final pit to enter the room.

Shoot more bats, then grab the edge of the light-beam hole and climb down (all the walls are climbable) to enter the east





## WALK-THRU

### L22 CHAMBERS OF TULUN

57. After pushing lever up above the mosque, swing via rope to east ledge, killing flying beetles.  
58. Climb ledge above wide passage (leading to Trenches). Enter tunnel, then crawl-space, and follow it to drop into secret room

### L23 CITADEL GATE

59. On the rope, turn around and swing towards the right bell (in the northeast corner) to land on its block. Hang from the edge and drop to grab the crawl-space and enter it.

### L25 STREET BAZAAR

60. After crossing bridge and climbing left around ladders, turn around and stand-jump to non-sloping roof ledge, then go round to right.

### L26 CITADEL

61. Before hang-dropping to grab the series of crevices, jump over the water to the staircase. Grab the monkey bars at the top and climb over to drop and grab the crawl-space on the right.  
62. Right at the end, you can hang-drop from one of the deadly pits to grab a crawl-space.

### L27 SPHINX COMPLEX

63. After collecting the Metal Blade, pull left shelf unit away from the wall, then pull second unit left to reveal secret Shotgun.

### L28 UNDERNEATH THE SPHINX

64. In the room with the three crawl-spaces, enter the middle one and crawl right in order to drop through crumbling platform.

### L29 MENKAURE'S PYRAMID

65. After climbing the pyramid to the entrance, you can continue climbing up to the right for a Revolver.

### L30 INSIDE MENKAURE'S PYRAMID

66. Near the end, when you slide down towards the spike pit, go down the right side and jump to a flat triangular ledge. Jump into pit to find an Uzi.

### L31 THE MASTABAS

67. At the start, enter the building ahead of you. Open the floor hatch and climb down the ladder to collect Large Medikit.

### L32 THE GREAT PYRAMID

68. Open the first floor hatch and climb down ladder to collect Grenade Gun.

### L33 KHUFU'S QUEENS PYRAMID

69. Enter second door on left. You need the Armoury Key (gained when you rescued the guard in Level 29) in order to open gate.

### L34 INSIDE THE GREAT PYRAMID

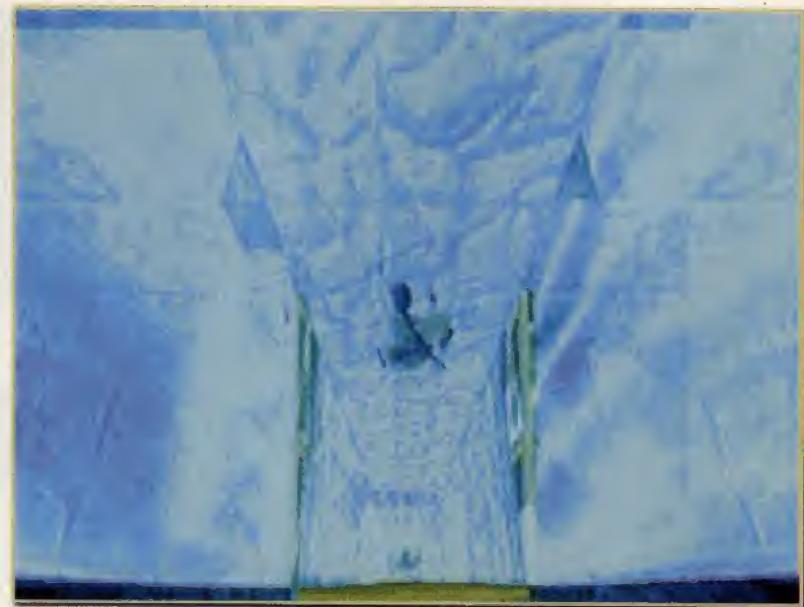
70. Down the sloping path at the start, jump over the third pit. Turn around and stand-jump to land on ledge with alcove containing Crossbow.

## LEVEL 35

### TEMPLE OF HORUS

Head round to the right and collect the Large Waterskin from by the steps. In order to balance the scales, you need to pour two litres of water (as indicated by the two markers on the side walls) into the left vase (get it wrong and the rear cage opens, releasing that vicious creature). So fill the Large Waterskin from either pool to get five litres, then combine it with the Small Waterskin, leaving two litres in the large one. Use the latter on the scales vase (make sure that you are standing right next to it or the water may pour onto the floor) to balance them. This will then open the floor grating.

Drop through to the passage and follow it to a torch-lit room, shooting bats. Jump to grab the pole and time your slide down past the blades. When you reach the bottom, shoot those pesky bats. Head through and right to another scales room. As there are four markers on the side walls, you need to pour four litres of water into the vase. First, empty



your Small Waterskin on the floor. Fill the large one and combine it with the small one. Empty the small one again, then combine the large one with the small one to empty the two litres into it. Refill the large one and combine it with the small one, leaving four litres left in the large one. Use this on the vase to balance the scales.

Drop through the opened grating and continue up to find another pole room. Shoot the bats and jump to grab the pole, sliding down past the blades. Shoot the bats and head through to yet another scales room. This time you need one litre of water to balance the scales. Your Small Waterskin should already contain three litres, so combine it with the empty large one. Refill the small one and combine it with the large one again, leaving one litre in the small one. Use



this on the scales vase in order to open the grating.

Drop through to the passage and head up to the beam of light. Stand-jump to grab the far side of its hole and climb down: continue past the opened pyramid and climb right to the block to see a cutscene. Turn right to walk to the left corner, then run-jump to land in the water below. Climb out onto the north side of the island. Place the four Holy Scriptures on the pedestals, then approach the light beam and watch the cut scene of the statue of Horus coming to life.

There's no point shooting at Horus, so quickly jump into the water to avoid his firebolts. Dive to the bottom on the north side to find the Amulet Of Horus. Swim round to the southwest corner of the chamber to climb out onto the low outer





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ledge there. Jump left to the path and follow it up to enter a small room. Flick the switch to open the gate on the far side of the large chamber.

Drop back into the water and swim round to the northeast corner to climb out onto another low outer ledge. Jump left to the path and follow it up to enter the gate you just opened. Flick the switch to bring up the lock by the pyramid seal. Drop back into the water and surface on the southwest low ledge again. Head up the path and run-jump from the end to land on the ground ahead. Head to the corner and turn left (north) to run-jump and grab the platform. Run-jump to grab the next ledge. Jump up the slope to the path.

Climb the block and jump up the slope to find a Small Medikit on the left. Head round to the south of this high ledge and walk to the right corner. Run-jump a little to the right to grab the next ledge. Take care not to hit your head on the jagged ceiling on the next jump. Hop back from the edge but walk an extra step back. Do a run-jump-grab to land on the ledge behind the jagged ceiling. Follow the path round and turn right (west) to run-jump and grab the crawl-space. Pull up and crawl through to hang-drop down.

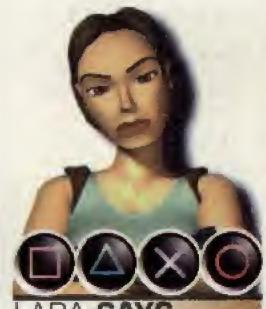


Follow the path and run-jump from the end to grab the high ledge, next to the light beam. Run-jump north to grab the climbable wall, then climb right into the beam (where you can't be shot) and up onto the ledge where you first came in. Turn left and grab the wall to climb left and up through the beam. You will then see a cut-scene of Lara using the Amulet Of Horus to lock the pyramid, thereby sealing Horus in.



Save your game and exit through the gate. Time your standing jumps past three sliding pillars, as before. Head to the left side of the next ledge to avoid the pillar falling in the middle. Run-jump from the top to grab the far ledge. Pull up and immediately run forward a bit to avoid the falling pillar. Run-jump from the top to grab the crevice, then climb right to pull up. Head round to the right and run-jump from the top to grab the next ledge. Climb left to pull up in the middle and immediately run forward to exit and complete the game.

▲ Grab the crevice and climb right. The last few jumps aren't too tricky - just avoid the falling pillars.



### LARA SAYS

I can't kill those charging bull creatures, no matter what weapon I use. I either have to make a run for it or trap them in a cage.



[1] Lara emerges at the exit of the crumbling Temple Of Horus.



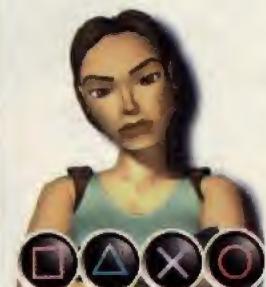
[2] And look who's there to greet her... Werner Von Croy!



[3] He beckons her out, but Lara doesn't really trust him.



[4] The roof collapses and Lara hangs on for dear life. Is this the end?



### LARA SAYS

Make sure I put the correct amount of water in the vases to balance each set of scales in the Temple Of Horus. The amount in litres is indicated by the number of marks on the side wall. If I get it wrong, a vicious creature will be released from the cage.

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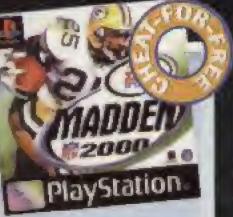
Tekken 3  
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GUIDE



1 OR 2 PLAYERS



MEMORY CARD (1)

Publisher: Midway  
Price: £39.99  
Format: UK

So you want to be a **boxer**? We'll show you the ropes and build up your hopes with this **top moves list** and guide.

# READY 2 RUMBLE BOXING



01.06



Tastier than a knuckle sandwich...

57

Play issue 57 is out now and available from most good newsagents

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# READY 2 RUMBLE

## GUIDE

### IN TRAINING

In Championship mode there are a number of training methods that you can undertake to build your boxer into a fighting machine, to climb to the top of the Ready 2 Rumble rankings. Each piece of training apparatus builds up two or more of your boxer's four attributes: strength, experience, stamina, and dexterity. Most of the training modes take the form of mini-games, requiring skill and timing to succeed. However, each training session costs money, ranging from a paltry \$500 to a massive \$25,000 – naturally, the more money you spend, the greater the benefits.

#### RUMBLE AEROBICS

**Cost:** .....\$500  
**Benefits:** .....Dexterity, Stamina  
**Effectiveness:** .....3

There is a row of four button symbols and directions over which a small ball bounces: as the ball lands on that letter/direction, you must press the corresponding button or D-pad direction to succeed in the discipline.

At \$500 a throw, you can't expect to reap much of a reward from this exercise and it isn't even particularly easy to get to grips with as timing (as with all these exercises) is all important – so no chance to look down at the buttons.



#### SWAY BAG

**Cost:** .....\$1,000  
**Benefits:** .....Stamina, Dexterity  
**Effectiveness:** .....4

The object of this training is to hit the sway bag with a left jab, then follow the pattern that is set whilst avoiding being hit in the gob.

Although more effective than the Aerobics training, it still doesn't do a huge amount for your boxer's attributes unless you do it repeatedly.



#### SPEED BAG

**Cost:** .....\$1,500  
**Benefits:** .....Stamina, Dexterity

**Effectiveness:** .....5

Similar to the Sway Bag training, you must strike the bag using different punches to make it hit the ceiling. The more times it does, the greater the benefits to your boxer.

Substantially more effective than the Sway Bag, the Speed Bag is good for building up your Stamina. However, you'll still need to have a few goes to reap any real benefits.



#### HEAVY BAG

**Cost:** .....\$2,000  
**Benefits:** Strength, Stamina, Dexterity

**Effectiveness:** .....7

As your trainer calls out a punch, you must perform the move. Complete the moves in as quick a time as possible to continue the exercise. It takes a while to get used to, but you do get three attempts to get it right each time.

Heavy Bag is the only form of training to beef up three of your attributes, so it's pretty good, especially for your strength, but is hard to get the hang of.

#### WEIGHT TRAINING

**Cost:** .....\$5,000  
**Benefits:** Strength, Stamina

**Effectiveness:** .....8

You hold down X to lift the weight and then release the button to bring it back down again. There are two bars on a chart: one near the top and one near the bottom – you must try not to go over or under these marks, as the nearer you stay to them, the more beneficial the training will be.

This is probably the best form of proper training, as it builds up your two most important attributes: Strength and Stamina. It's worth the extra dollars just for this.



## RUMBLE MODE

If you successfully land a powerful punch on an opponent, a letter will appear: when you have all six, they'll spell out RUMBLE. You can then activate the RUMBLE mode by pressing L1+R1 simultaneously. This makes your gloves glow for a certain time, giving you full stamina and the opportunity to inflict more damage on an opponent quickly.

Some characters even have special moves that can only be pulled off when in RUMBLE mode. These will inflict even more damage. Also, if you press X + O together when in RUMBLE mode, you will unleash your character's special Rumble Flurry to make sure your opponent won't be getting up again in a hurry. A useful hint to remember regarding RUMBLE mode is that your RUMBLE will last longer, the higher your stamina – so if your stamina is up to 50%, you can perform as many as three Rumble Flurries instead of two if your stamina was 30%. Obviously the effectiveness of this depends on the standard of your boxer's Rumble Flurry, but it can prove to be lethal.



#### VITAMIN TRAINING

**Cost:** .....\$10,000

**Benefits:** .....Stamina, Dexterity

**Effectiveness:** .....7

One for all the lazy boxers out there: all you have to do is pop some pills. The benefits will be instantaneous. I wonder what kind of 'vitamins' these are?

If you're failing to build up your Stamina and Dexterity in the gym, this is the easy way out. It costs a lot and the benefits only amount to a few workouts on the Speed Bag, but if you're impatient, this is the way to go.



#### RUMBLE MASS NUTRITION REGIME

**Cost:** .....\$25,000

**Benefits:** .....Strength, Experience

**Effectiveness:** .....9

As with the Vitamin Training programme, there's no need to exercise those fingers with a mini-game to reap the benefits, only this time they are far more substantial.

As an easy way out of training, you can't go wrong as it does wonders for your Strength and Experience. Although not something you'll do often, due to its sky-high price and probable side effects, it's an ideal way to get your boxer off to a flying start in the competition.



#### FIGHT IN THE GYM RING

To fight in the gym ring, hold L1+R1 when selecting a boxer in two-player mode.



#### RESTORE ENERGY LEVELS

To recharge your energy when you have been knocked down or have knocked someone else down, you can press L1+R1.





## GUIDE

### PRIZE FIGHTS

Considering that you only start off with a measly \$1,000 in the bank, the first thing you should do is enter some prize fights and bet as much as possible on each one. As long as you win the bouts, this is a quick and easy way to get the money rolling in – money which can be spent on training your boxer so that he will be in a suitable state to take part in Championship fights.



### TRAIN LIKE A LOCOMOTIVE

Although the cheaper forms of training like the Sway and Speed Bags are a useful way to build up your boxer's credentials, it's best to save up enough dollars so that you can buy a Rumble Mass Nutrition Regime, as this will instantaneously boost your Strength as well as your Experience. This is useful early on, as it gives your boxer a flying start when he does enter Championship races.



### STRONG ARM TACTICS

When training in the gym, it is best to build up Strength rather than Stamina and Dexterity, due to the fact that high Strength levels increase damage inflicted on other boxers, as well making you less vulnerable to hits yourself. If you do build up your Strength to a sufficient level, it will make beating opponents easier. Indeed if you manage to build it up to 100% you'll become virtually invincible as each punch will inflict maximum damage and hits on you will have virtually no effect.



## BORIS 'THE BEAR' KNOCKIMOVA

AGE: 30  
HOMETOWN: ZAGREB, CROATIA  
WEIGHT: 220 LBS  
HEIGHT: 6'3"  
REACH: 73"  
RATING: 7/10

#### BACKGROUND:

Boris is one of the more serious characters on the Ready 2 Rumble circuit, carrying a virtually cult status back in his home country, where he has many expectations to live up to. With this weight on his shoulders it's small wonder that Boris is one of the most rounded fighters in the game, through strict and disciplined training, with good speed and a hefty right hook to boot. No wonder his nickname's 'The Bear', as he will literally eat you alive.



### BASIC MOVES

ZAGREB CRUSHER RIGHT .....○  
SWEEP RIGHT .....↑ or ↓, ○  
STOMACH SPLATTER .....↔, ○  
ZAGREB CRUSHER LEFT .....X  
SWEEP LEFT .....↑ or ↓, X  
EVASIVE JAB .....↔, X  
JAB .....○  
MIGHTY HOOK LEFT .....↑ or ↓, ○  
IRON UPPERCUT .....↔, ○  
SLIDING JAB .....↔, ○  
FROM CROATIA WITH LOVE .....△  
MIGHTY HOOK RIGHT .....↑ or ↓, △  
SUPERIOR .....↔, △  
MOVING BRUISER .....↔, △

### SPECIAL MOVES

JUSTICE AXLE .....↔, ↓, ○  
DELTA AXLE .....↔, X, △  
REIGNING AXLE .....↔, ↓, △  
AXLE COMBO .....↔, ↓, △, ○  
DIVIDING SHAKER .....↑, □, △

### TAUNTS

TAUNT 1 .....'GAME OVER'  
TAUNT 2 .....'I FEEL NO PAIN'

## BUTCHER BROWN

AGE: 23  
HOMETOWN: COLOMBIA  
WEIGHT: 232 LBS  
HEIGHT: 5'9"  
REACH: 82"  
RATING: 8/10

#### BACKGROUND:

If they're going to call Tyson an animal, then Butcher Brown is a slavering beast. Don't be mistaken, he's really hard. Having lost his championship title to Boris Knockimov, Butcher took some time out from the sport and only returned to the ring after his lust for fighting was reawakened by his friend and fellow boxer, Kemo Claw. With renewed confidence, Butcher is out for revenge – and you can be sure he's going to get it.



### BASIC MOVES

MACHINE JAB .....○  
DOCTOR GUT KILLA .....↔, ○  
WILD HOOK RIGHT .....↑ or ↓, ○  
EVASIVE JAB .....↔, X  
WILD HOOK LEFT .....↑ or ↓, X  
LIL' BUTCHER .....○  
EAR MUTILATOR .....↑ or ↓, ○  
JUMP & JAB .....↔, ○  
TOOTH TAKER .....△  
SMALL HOOK .....↑ or ↓, △  
WIND-UP SLAM .....↔, △  
BRUTE DISASTER .....↔, △

### SPECIAL MOVES

DISASTER BLASTER .....↔, △, ○  
SCRAPE THE GUTTER .....△, ○  
BAD MANNERS (HEADBUTT) .....↔, ○  
TOTAL DISRESPECT .....↔, □, X, ○  
WILD RIDE .....↔, ↓, △, ○  
NO TURNING BACK (RUMBLE FLURRY) .....↔, ↓, △, ○

### TAUNTS

TAUNT 1 .. 'YOU BETTER PUT YOUR MONEY ON ME'  
TAUNT 2 .. 'I'M ANGRY NOW'





## GUIDE

# ANGEL 'RAGING' RIVERA

AGE: 23  
HOMETOWN: MONTERREY, MEXICO  
WEIGHT: 155 LBS  
HEIGHT: 5'9"  
REACH: 71"  
RATING: 7/10

### BACKGROUND:

After having won the championship belt by use of conventional boxing techniques, he quickly had his title usurped by the unorthodox Rocket Samchay. Revenge now drives Angel to reclaim his title; and in a bid to realise this, he has strayed from his traditional fighting technique to pursue a less pure and more wild way. Consequently



Angel has a large array of moves and punches in his bag of tricks as well as being fairly swift on his feet.



### BASIC MOVES

FLAB CHECKER (RIGHT) ...  
MEAN MCSPLEEN (RIGHT) ...  
OVER THE BELT BOARDER ...  
FLAB CHECKER (LEFT) ...  
MEAN MCSPLEEN (LEFT) ...  
GUT SHOT ...  
SMELL DA GLOVE ...  
NECK SNAPPER ...  
DOWNCAST ...  
AROUND THE WORLD (LEFT) ...  
STEP & JAB ...  
REPEAT OFFENDER ...  
EAR TO CHIN ...  
AROUND THE WORLD (RIGHT) ...  
EXTENDOR ...  
MONTERREY POWER ...

### SPECIAL MOVES

GHETTO BLASTER ...  
LOWRIDER ...  
CRUISIN ...  
SALSA ...  
LAMBADA ...

### TAUNTS

TAUNT 1 ... CHECK ME OUT  
TAUNT 2 ... I SEE THEY SENT A BOY TO DO A  
MAN'S JOB, HEY

## BASIC MOVES

HIDDEN DELIGHT RIGHT ...  
DUCK & PUNCH RIGHT ...  
TUMMY TUCKER ...  
SLOTH GUT SHOT ...  
HIDDEN DELIGHT LEFT ...  
DUCK & PUNCH LEFT ...  
SLOTH PUNCH ...  
NOSE BLEEDER ...  
EARTH SHAKER ...  
OVER-EXTENDED JAB ...  
LE TARDO ...  
HEEL TO FIST ...  
OVER THE TOP ...  
TIRING PUNCH ...

## SPECIAL MOVES

BLITZ ...  
CRASH TEST RIGHT ...  
CRASH TEST LEFT ...  
SHAMELESS LEFT ...  
SHAMELESS RIGHT ...  
TENDERISER ...

## TAUNTS

TAUNT 1 ... YOU NO HURT ME  
TAUNT 2 ... I WANNA FIGHT YOU ALL

# TANK THRASHER

AGE: 26  
HOMETOWN: GUNTERVILLE, ALABAMA  
WEIGHT: 290 LBS  
HEIGHT: 6'4"  
REACH: 80"  
RATING: 6/10

### BACKGROUND:

Having become bored of the lack of high-class opposition in the sport of crocodile rodeo, Tank has now turned his attentions to the ring. With no set agenda, apart from that of beating his opponents to the floor by whatever means possible, Tank is an unconventional boxer but no less

effective for it. He is rather slow around the ring, but the power of his punch more than makes up for it.



### BASIC MOVES

FAKIE JAB ...  
LOW BLOW ...  
THE ONE TWO ...  
JOLLY PUNCH ...  
BLOCKING HOOK ...  
SLIDE & STAB ...  
LIGHTNING JAB ...  
OVERHAND SMASH ...  
STYLIN' UPPERCUT ...  
POWERCUT ...  
HEAD TURNER ...  
STEP & STRIKE ...  
BRAIN BRUISER ...  
TO THE MOON ...

### SPECIAL MOVES

BELLOW THE BELT ...  
COLD SHOULDER ...  
NO LOVE ...  
REJECTION ...  
SUPERWOMAN ...



# SELENE STRIKE

AGE: 24  
HOMETOWN: BRASILIA, BRAZIL  
WEIGHT: 130 LBS  
HEIGHT: 6'2"  
REACH: 80"  
RATING: 6/10

### BACKGROUND:

You might think that the boxing ring is no place for a lady, but Selene Strike might have something to say about that. Fleet of foot, with a powerful punch to match, Selene is one of the most complete boxers in the tournament and can come up with some pretty impressive moves. Just don't be put off by that short skirt and flirting smile.

## TAUNTS

TAUNT 1 ... BACKFLIP  
TAUNT 2 ... LET'S GET BUSY





# READY 2 RUMBLE

GUIDE

## JET 'IRON' CHIN

AGE: ..... 20  
HOMETOWN: ..... TAIPEI, TAIWAN  
WEIGHT: ..... 150 LBS  
HEIGHT: ..... 5'8"  
REACH: ..... 78"  
RATING: ..... 7/10

### BACKGROUND:

Previously employed as a stunt double, Jet might have the look of innocence, but in no way is this the case. Combining his training in martial arts with that of boxing, Jet has an unconventional style in the ring, but he is no less effective for it. Not only

is he swift and nimble, he's also got a vast array of punches with which to knock down all-comers.



## BASIC MOVES

TIGHT TUCK ..... ○  
RIGHT HOOK ..... ↑ or ↓, ○  
THE DOMINATOR ..... ↗, ○  
STAB ..... ×  
LEFT HOOK ..... ↑ or ↓, ×  
TROUBLE IN BELLADISE ..... ↗, ○  
QUICK JAB ..... ○  
OVERHEAD BASH ..... ↑ or ↓, ○  
CRAZY UPPERCUT ..... ↗, ○  
STEP & JAB ..... ↗, ○  
PUMPKIN PUNCH ..... ○  
THAI HOOK ..... ↑ or ↓, △  
FOREHEAD CRUNCH ..... ↗, △

## SPECIAL MOVES

ROCKET LAUNCHER ..... △, △, ○  
LEFT ELBOW SMASH ..... ↗, △, ○  
RIGHT ELBOW SMASH ..... ○, △, △  
DOUBLE TROUBLE ..... ↗, △, ○, △  
NO TROUBLE ..... ○, △, ○, △  
BANGKOK EXPRESS ..... ○, △, ○, △

## TAUNTS

TAUNT 1 ..... KEEP STILL  
TAUNT 2 ..... I'M THE CHAMP

## BASIC MOVES

TAIWAN THUNDER ..... ○  
ROCKET RIGHT ..... ↑ or ↓, ○  
IRON STRIKE ..... ↗, ○  
FOREARM CHECK ..... ×  
SMALL HOOK ..... ↑ or ↓, ×  
STEP-IN JAB ..... ↗, ×  
BACKHAND ..... ○  
ARCH PROTEST ..... ○  
HOLY HAND SLAP ..... ↓, ○  
KARATE FURY ..... ↓, ○  
SLAP ..... ↓, △  
IRON ANGST ..... ↑ or ↓, △  
FIRECRACKER ..... ↗, △  
SACRED SLAM ..... ↓, △  
UPPERCUT ..... [Close] ↗, △

## SPECIAL MOVES

GIVING ORDER ..... ↓, △, △  
ARCH NEMESIS ..... ↗, □, X, ○, △  
GREAT FANG ..... ↗, △, △  
FISTS OF FUZZY ..... ○, △, △, □, △, △

## TAUNTS

TAUNT 1 ..... COME GET SOME  
TAUNT 2 ..... CHECK IT

## ROCKET SAMCHAY

AGE: ..... 23  
HOMETOWN: ..... BANGKOK, THAILAND  
WEIGHT: ..... 165 LBS  
HEIGHT: ..... 6'2"  
REACH: ..... 78"  
RATING: ..... 8/10

### BACKGROUND:

Coming from Thailand, Rocket has had traditional training in kick-boxing and has travelled west to prove that he can succeed solely with his fists. Rocket's victory over Angel Rivera, filled with eastern style, proved that this indeed was the case.

With the perfect blend of speed and power, Rocket is one of the best boxers in the Ready 2 Rumble ring.



## BASIC MOVES

THE RIGHT STUFF ..... ○  
NAVAL NAVIGATOR ..... ↑ or ↓ or ↗, ○  
JEWEL JAB ..... ×  
THE SCUD ..... ○ or ↓, ×  
DUCK & FLY ..... ↗, ○  
JABBER JAB ..... ○  
HAREM SCAREM ..... ↑ or ↓, ○  
UPPERCUT ..... ↓, ○  
STEP & JAB ..... ↗, ○  
SIR JABALOT ..... △  
RIGHT OF AGONY ..... ↑ or ↓, △  
HEAD CRUSHER ..... ↗, △  
STEP & SMACK ..... ↓, ○

## SPECIAL MOVES

WHIRLWIND ..... △, △, △, ○  
CRUISE MISSILE ..... ↗, △, △, ○  
OASIS ..... ○, △, △, ○, △, ○  
URBAN ATTACK ..... ↓, ○

## TAUNTS

TAUNT 1 ..... HUH!  
TAUNT 2 ..... I WON'T HURT YOU

## 'FURIOUS' FAZ MOTAR

AGE: ..... 28  
HOMETOWN: ..... RIYADH, SAUDI ARABIA  
WEIGHT: ..... 230 LBS  
HEIGHT: ..... 6'5"  
REACH: ..... 76"  
RATING: ..... 7/10

### BACKGROUND:

Another show-off in the ring, Faz is also a bit of a monster, hence his moniker. With a wealthy entrepreneur backing him, Faz puts the pro into professional as he proves to be a lethal competitor in the ring. Hard as nails and certainly not

someone you want to get on the wrong side of, this guy has got some serious punching power in him.





## GUIDE

## LULU VALENTINE

AGE: 21  
HOMETOWN: SEATTLE, WASHINGTON  
WEIGHT: 105 LBS  
HEIGHT: 5'2"  
REACH: 64"  
RATING: 8/10

## BACKGROUND:

Having graduated in business and fashion design, Lulu now concentrates on bringing her style to the ring, to show the boys what boxing is all about. She ain't just a pretty face either, as she packs a fair punch for someone so slight and petite, while seemingly swanning around the ring like a butterfly. She's the quickest character in the game, albeit one of the least powerful.



## BASIC MOVES

SPIN NAVEL KNOCKER	○
ROCK ROCKER	↑ or ↓, ○
THE JUGGLATOR RIGHT	→, ○
NAVEL KNOCKER	×
ROCK ROCKER LEFT	↑ or ↓, ×
THE JUGGLATOR LEFT	→, ×
SWEET & PETITE	□
RUNNING CLOBBER LEFT	↑ or ↓, □
DOUBLE TIME	→, □
SPINNING SOUNDGARDEN	(Close) ←, □
SPEEDY UPPERCUT	↑, □
UPPERCUT	(Close) ←, □
NIRVANA SHOTGUN	△
RUNNING CLOBBER RIGHT	↑ or ↓, △
MONSTER SMASH	←, △
POWER UPPERCUT	↑, △
SIDE UPPERCUT	(Close) ←, △

## SPECIAL MOVES

SPRINGING ASSAULT	↑, □
BACKHAND	←, ↓, △
TRIPLE UPPER	↑, ↓, ←, △

## TAUNTS

TAUNT 1	CARTWHEEL
TAUNT 2	GO DIVE, GO DIVA

## BASIC MOVES

MCGRUMPY STAB	○
THE TASTY PUDDING	↑ or ↓, ○
OVERHEAD STAB	→, ○
JAB THE RIBBER	×
THE HASTY PUDDING	↑ or ↓, ×
KIDNEY KILLER	→, ×
KNUCKLE SANDWICH	○
HAYMAKER	↑ or ↓, □
RISING DRAGON	←, □
MAKER'S MARK	△
JOLLY OL' PUNCH	↑ or ↓, △
THUNDER THWAK	←, △
THE FANCY MAN'S PUNCH	←, △

## SPECIAL MOVES

OLD SCHOOL	↑, ↓, □, ×
CLOCKWORK	→, ↓, ←, □
TEA AND CRUMPTERS	↑, ↓, △
TIMEOUT	↑, ↓, □
STEALING PROPS	↑, ↓, □ or ↓, ↑, □

## TAUNTS

TAUNT 1	LET ME SHOW YER SOMETHING
TAUNT 2	YOU'VE NOTHING LEFT

## 'BIG' WILLY JOHNSON

AGE: 108  
HOMETOWN: CHESTER, ENGLAND  
WEIGHT: 172 LBS  
HEIGHT: 5'9"  
REACH: 72"  
RATING: 5/10

## BACKGROUND:

Arriving via a strange time-space rift, Willy heralds from an age when boxing was just coming to the fore. He's come along to show us how it was done back in the 1800s when there were no rules, and certainly no protection. Prepare yourself to be 'popped on the nose' by this



gentleman of a bygone age, as he slides around the ring and lands a punch or two – what-ho!



## BRUCE BLADE

AGE: 25  
HOMETOWN: SAN DIEGO, CALIFORNIA  
WEIGHT: 243 LBS  
HEIGHT: 6'5"  
REACH: 78"  
RATING: 8/10

## BACKGROUND:

Yet another poser in the ring, his headgear's sole purpose is to protect his rumoured good looks. An ego the size of Manhattan allows Bruce to pose and show off as much as he likes, so long as he doesn't end up being pummelled to the ground. The power that his punches

impart are sure to leave a mark, which makes up for a distinct lack of pace around the ring.



## BASIC MOVES

BELOW THE BELT	○
ROUNDHOUSE RIGHT	↑ or ↓, ○
THE HAMMER	→, ○
IN CHECK	×
ROUNDHOUSE LEFT	↑ or ↓, ×
FLYING EAGLE	→, ×
THE ROCK	○
LONG LEFT	↑, ○
OVER-EXTENDED LONG LEFT	↑, □
STREET SWEEPER	→, □
JAB & HIDE	△
NUCLEAR RIGHT	↑, △
ARMAGEDDON	↓, △
STRAIGHT LINE	→, △
SIT DOWN	→, △

## SPECIAL MOVES

CORKSCREW BLADE	↑, ↓, □
DISRESPECT	↑, ↓, ←, △
SIT DOWN	↑, ↓, ←, △

## TAUNTS

TAUNT 1	YOU'RE PRETTY GOOD
TAUNT 2	HIT ME HERE



# READY 2 RUMBLE

GUIDE



## KEMO CLAW

AGE: 34  
HOMETOWN: GALLUP, NEW MEXICO  
WEIGHT: 120 LBS  
HEIGHT: 7'1"  
REACH: 99"  
RATING: 7/10

### BACKGROUND:

One of the more weathered members of the Ready 2 Rumble club, his experience makes up for any lack of power and speed that old age might have brought. Kemo is a spiritual man who calls on spirits of the warriors in his family. Not one for many words, Kemo's actions speak for themselves, facilitated by his massive reach of 99 inches.



## BASIC MOVES

ASSASSIN ..... ↑ or ↓, ○  
IN & OUT ..... ←, →, ○  
KNEE BUSTER ..... X  
LEFT-O-MATIC ..... ↑ or ↓, X  
PACKAGE CHECKER ..... ←, →, X  
LAZY LEFT ..... □  
LACKADAISICAL UPPERCUT ..... ←, □  
LEFTY ..... 0 or ↓, □  
BUM RUSH ..... □  
PAIN EXPRESS ..... ↑ or ↓, □  
CORPORATE UPPERCUT ..... ←, ○  
OVERHAND THUNDER ..... ←, □

## SPECIAL MOVES

JACKHAMMER ..... ↑, ↓, □  
DROPPING BOMBS ..... ←, →, □  
POWER TRIP ..... ↑, ↓, ←, →, ○, X  
JACKHAMMER DUMP TRUCK ..... ←, ↑, ↓, □, △, ○

## TAUNTS

TAUNT 1 ..... I WAS JUST DOIN' MY BEST  
TAUNT 2 ..... ROAR!

AGE: 25  
HOMETOWN: LAS VEGAS, NEVADA  
WEIGHT: 265 LBS  
HEIGHT: 6'9"  
REACH: 100"  
RATING: 9/10

### BACKGROUND:

A relative newcomer to the ways of the ring, Nat has made his presence in the competition well and truly felt, both physically and professional. He's a beast of a man with a massive reach that can get through all sorts of defences, despite a distinct lack of punches. With incredible power and average speed, it is small wonder that he's on route for the top.



## NAT DADDY



## GINO STILLETTO

AGE: 38  
HOMETOWN: PHILADELPHIA  
WEIGHT: 180 LBS  
HEIGHT: 6'0"  
REACH: 72"  
RATING: 8/10

### BACKGROUND:

Described as an uncontrollable animal, Gino is a furious and often deadly opponent. His lack of regard for rules and discipline means that he isn't the most pleasant of fighters to face. With a massive reach to help him, Gino's hook is one of the most powerful, but it's his overall balance which makes him such an effective boxer.



## BASIC MOVES

BLISTERING BLISS ..... ○  
FULL ON RIGHT ..... ↑ or ↓, ○  
NUT SOCCER ..... X  
FULL ON LEFT ..... ↑ or ↓, X  
STREAKING JAB ..... ←, X  
DEVIL PUNCH ..... ←, X  
DASHING PUNCH ..... ←, X  
LEAPING LEFTY ..... ↑, □  
EYEBROW SHUFFLE ..... ↓, □  
SUPER UPPERCUT LEFT ..... ←, □  
THE BRUISER ..... ←, □

## SPECIAL MOVES

BLOOD RUSH ..... ↑, ↓, ←, □  
BLOOD SHOT ..... ←, →, ○  
SPLATTER PUNCH ..... ↑, ↓, □

## TAUNTS

TAUNT 1 ..... PAIN  
TAUNT 2 ..... AAAHHHH (TARZAN-ESQUE)

## DAMIEN BLACK

AGE: 500  
HOMETOWN: UNKNOWN  
WEIGHT: 250 LBS  
HEIGHT: 7'3"  
REACH: 105"  
RATING: 9/10

### BACKGROUND:

Damien Black could quite feasibly be the devil in disguise. It is thought that he heralds from another dimension, but that is all that is known about him. His aims and purposes are unclear but rarely is he challenged. He is by far the most powerful of the competitors and is no slouch in the ring either. Fight him if you dare!



## BASIC MOVES

RECKLESS RIGHT ..... ↑ or ↓, ○  
TO HELL & BACK ..... ←, →, ○  
FREAKIN' FRIGHT ..... ←, →, X  
TUMMY SQUIGGER ..... ↑ or ↓, X  
CHESTAL HARASSMENT ..... ↑ or ↓, X  
SATAN'S FIXER ..... ←, →, X  
SPLATTER MACHINE LEFT ..... ↑ or ↓, ○  
UNDERWORLD UPPERCUT ..... ←, →, ○  
EXTENDO MAN ..... ←, →, ○  
BONE BREAKER ..... □  
FINAL BLOW ..... ↑, □  
SPLATTER MACHINE RIGHT ..... ↑, □  
WIND UP SLAM ..... ↑, □  
GROWL UPPERCUT ..... ↑, □

## SPECIAL MOVES

SCORCHER ..... ↑, ↓, +, □  
DAMIEN'S GRIP ..... ←, →, +, □  
DAMIEN'S FURY ..... ←, →, +, □, X, △, ○  
PITCHFORK ..... ←, →, +, □, △  
RAGING STORM ..... ←, →, +, □, △  
HADES ..... ←, →, +, □, X  
BLACKHEART SPEAR ..... ←, →, +, □, ○

## TAUNTS

TAUNT 1 ..... COME HERE!



GUIDE

1 OR 2 PLAYERS

MEMORY CARD (1)

ANALOG CONTROLLER

DUAL SHOCK COMPATIBLE

OPTIONAL CONTROLLER (WHEEL)

Publisher: Activision  
Price: £39.99  
Format: UK

# VIGILANTE 2ND OFFENSE

The **Vigilantes** are back with a vengeance! Check out this **radical guide** and be the first to turn off, tune in, and **launch out!**

game: VIGILANTE 8: 2ND OFFENSE

01.14

DALLAS13

## VIGILANTE 8: 2ND OFFENSE

GUIDE

## VIGILANTE 8





# GUIDE

## CHEATING BANDIT

Go to the Options screen. Press X on the Game Status option. Highlight a character and press L1 + R1 to activate the password menu. Then input the following codes.

Remove Reload Time  
RAPID\_FIRE  
Mega Hard Difficulty  
UNDER\_FIRE  
Slow Game Down  
GO SLOW\_MO  
Increase Vehicle Weight  
GO\_RAMMING  
Play Old Vigilante 8 Arenas  
OLD\_LEVELS  
Increase Floating Height  
HI\_CEILING  
Only Car In Arcade Mode  
HOME\_ALONE  
Floating Cars  
NO\_GRAVITY  
Monster Truck Wheels  
GO\_MONSTER  
Show All FMV  
LONG\_MOVIE  
Identical Multiplayer Cars  
MIXES\_CARS  
Powerful Missiles  
BLAST\_FIRE  
High Speed Driving  
MORE\_SPEED  
No Propulsion Add-Ins  
DRIVE\_ONLY

▼ Choose your weapon and start shooting. You can only carry three guns so pick carefully.



## PROPULSION

There are three types of propulsion that can be picked up in the game. Some are only available on certain levels. Once picked up, they can be deactivated by pressing L1 + R1.



### HOVERPODS

Hovering is the fastest way to get around. It also gives you a bird's-eye view of the battlefield as well as negating the effects of terrain. Hovering has almost no benefit on deep water. It also makes you an easier target.



### HYDROFLOATER

When travelling in deep water, this Power-Up is a necessity. Driving over water is tougher than on land. Enemy fire can easily capsize your craft. Take too much damage and the Hydrofloater will fail, causing you to sink.



### SKIS 'N' TREADS

When driving on tundra or snow, Skis 'N' Treads are essential. The extra traction they give will help you turn faster and climb hills. They do, however, make braking impossible. So if you need to stop, make sure you leave plenty of room.

## WEAPONS

### BRUISER CANNON

At close range, the cannon is a powerful and accurate weapon. At mid to long distances its shells can be easily avoided. Smaller vehicles are knocked flying if successfully hit.

### RICOCHE

↙, ↑, ↘ + R2

**COST:** 5 Shells

Fires a blue ball that bounces of cars and terrain, striking up to five times.

### BUCKSHOT

↙, ↑, ↗ + R2

**COST:** 5 Shells

Unleashes a spread of shells from the cannon. Devastating at close range.

### COW PUNCHER

↙, ↑, ↘ + R2

**COST:** 2 Shells

Knocks enemy vehicle flying. Useful for getting them off your back.



### SKY HAMMER MORTAR

The mortar's shells fire straight up, so it's not a good idea to fire them inside a building you have to protect. Due to the slow shot speed, the mortar is very poor at hitting fast-moving vehicles.

### Shocker

↙, ↓, ↗ + R2

**COST:** 2 Shells

Fires a blue shot that occasionally disables a vehicle's engine.

### Crater Maker

↙, ↓, ↗ + R2

**COST:** 5 Shells

Creates a massive blast on landing, which leaves a crater behind.

### Turtle Turnover

↙, ↓, ↗ + R2

**COST:** 2 Shells

If this shot hits, the enemy vehicle will bounce skywards and flip over.

### INTERCEPTOR MISSILE

Most of the time the homing missiles hit everything you target, although if they are fired in elevated or dense areas, they'll more often than not hit intervening terrain.

### Star Burst

↙, ↑, ↗ + R2

**COST:** 1-5 Missiles

Launches up to five missiles rapidly at your selected target.

### After Burner

↙, ↑, ↗ + R2

**COST:** 1 Missile

Causes your vehicle to charge forward over and above top speed.

### Halo Decoy

↙, ↑, ↘ + R2

**COST:** 2 Missiles

Launches a missile which prevents the enemy targeting your vehicle.

### BULL'S EYE ROCKETS

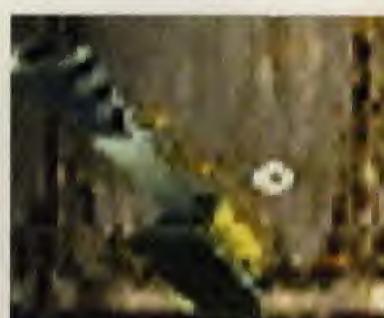
The rockets are slow-moving and dumb-fired, so you'll need to be a darned good shot to hit anything with them. They are best used for destroying buildings or other immobile objects.

### Red, White & Blue

↙, ↓, ↗ + R2

**COST:** 2 Rockets

Fires three unguided rockets simultaneously in one salvo.



### Stampede

↙, ↓, ↗ + R2

**COST:** 5 Rockets

Rapidly fires five rockets in quick succession.

### Road Runner

↙, ↓, ↗ + R2

**COST:** 2 Rockets

On striking, this rocket sends the target vehicle spinning wildly out of control.

### ROADKILL MINES

Mines do very little damage when activated and are easy to spot due to their garish yellow colour. They do dissuade pursuers though.

### Seeker

↙, ↗, ↘ + R2

**COST:** 2 Mines

Creates a floating mine that seeks out enemy vehicles, rather than sitting and waiting to explode.

### Bear Hug

↙, ↗, ↘ + R2

**COST:** 2 Mines

Drops a magnetic mine that sucks in anyone in range, holding them for a few seconds.

### Cactus Patch

↙, ↗, ↘ + R2

**COST:** 6 Mines

Drops a flashing red mine that explodes in a shower of mines when activated.

### BRIMSTONE BURNER

The Burner sets fire to anything it hits. Buildings and cars both take severe damage from prolonged exposure. It has a very limited range but is useful for scattering enemy cars.

### Oil Slick

↙, ↗, ↘ + R2

**COST:** 5 Shots

Drops a black pool that causes anyone touching it to skid out.

### Fire Wall

↙, ↗, ↘ + R2

**COST:** 15 Shots

Drops a line of fire behind your car. Anyone touching the fire wall is set alight.

### Fire Burst

↙, ↗, ↘ + R2

**COST:** 15 Shots

Unleashes a ball of fire that explodes and sets fire to everything in the vicinity.



# VIGILANTE 8: 2ND OFFENSE

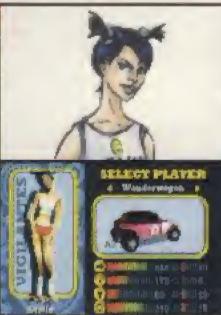
## GUIDE

# VIGILANTES

## SHEILA

CAR:	WONDERWAGON
ACCELERATION:	348
SPEED:	176
ARMOUR:	86
TARGET AVOIDANCE:	305
SPECIAL WEAPON:	TANTRUM GUN

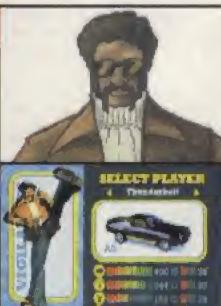
Sheila's car is small, making her very difficult to hit, which is just as well as the Wonderwagon has poor armour. The wagon's small size means it gets knocked around like a paper hat in a thunderstorm. Every hit it takes will send you flying. The best thing about the Wonderwagon is its weapon. The Tantrum Gun is very accurate at close range and packs a massive 50 shot ammo clip. In addition to the damage it does, every fifth shot knocks a weapon off the target vehicle.



## JOHN TORQUE

CAR:	THUNDERBOLT
ACCELERATION:	400
SPEED:	344
ARMOUR:	182
TARGET AVOIDANCE:	104
SPECIAL WEAPON:	WHEEL O' FORTUNE

The Thunderbolt is one of the best initial vehicles. It has superior handling and speed, with an ultra-powerful weapon tacked on. The Wheel O' Fortune does a terrific amount of damage, as well producing a random effect on the enemy vehicle. This can range from weapons theft to massive recoil. The length of John's machine makes it easy to target. Superior armour, speed and weapons more than make up for this flaw - besides which, you'll be too busy looking good to notice.



## FLYING ALL STAR TRIO

CAR:	DAKOTA STUNT CYCLE
ACCELERATION:	336
SPEED:	204
ARMOUR:	50
TARGET AVOIDANCE:	348
SPECIAL WEAPON:	SOARING GLORY

Just don't get me started on this bike! The best thing about the All Star Trio is their deadly special weapon. The Soaring Glory launches three firework rockets into the air, where they then track and destroy your target. Each rocket has a massive blast radius and it is easy to destroy a vehicle with one or two shots. Unfortunately, the bike is to handling, what water torture is for breathing. It constantly bounces off rocks and very little damage is required to remove it from existence.



## HOUSTON

CAR:	SAMSON TOW TRUCK
ACCELERATION:	310
SPEED:	204
ARMOUR:	256
TARGET AVOIDANCE:	110
SPECIAL WEAPON:	TOW HOOK

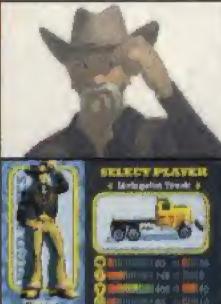
This is the first one of the Vigilantes to be unlocked. Houston has a top Tow Hook attack, which she uses to drag opponents and catapult them into the air. This is particularly effective on water levels, where the enemy can be thrown to the sharks. The Tow Hook does most damage when dragging the enemy, but can be easily snapped. The Samson Tow Truck has reasonable handling and above-average armour, so you won't have much trouble achieving victory.



## CONVOY

CAR:	LIVINGSTON TRUCK
ACCELERATION:	50
SPEED:	148
ARMOUR:	400
TARGET AVOIDANCE:	62
SPECIAL WEAPON:	ROLLING THUNDER

The Livingston Truck is so slow and unmanoeuvrable, so you'll soon become frustrated. The trailer section at the back of the truck should be destroyed at the earliest opportunity. Collecting the Hydrofloaters power-up usually does it. After the obscuring trailer has been removed, you can deal some death! With maximum armour at its disposal, the best weapon to use is the truck itself. Ram and crush the opposition using its superior weight and a few blasts from Rolling Thunder.



## VIGILANTE MISSIONS

### MISSION 1:

#### ARIZONA - METEOR CRATER

- A. Collect Two Briefcases
- B. Protect Meteor Observatory
- C. Destroy Enemy Vehicle

A nice easy first quest, the hardest part is finding the cases. They need to be recovered quickly before the observatory is trashed. The first case is hidden at the observatory itself. Do a quick drive-thru and snatch it up. The second case should be in the same place or behind a donut shop.

### MISSION 2:

#### LOUISIANA - GHASTLY BAYOU

- A. Collect Two Briefcases From Tombs
- B. Protect Tombs
- C. Ace The Coyote

This mission is also a bit of a milk run. The Briefcases are quite easy to find and they're both in the same place: the graveyard. Either drive across the swamp or use the teleporter in the spooky house to reach the archway. From there, search for tombs that have a single black door. Fire a short burst of machine-gun fire at the doors and you should dislodge a Briefcase. If one doesn't appear, cease fire and check another tomb. With both cases secure, get out of the graveyard and head for the other side of the swamp, you don't want the tombstones destroyed in the ensuing battle.

### MISSION 3:

#### FLORIDA - LAUNCH SITE

- A. Collect Three Bombs
- B. Protect And Launch Apollo Rocket
- C. Eliminate All Opposition

First of all, go and launch the Apollo rocket so that it cannot be destroyed during the mission. The rocket is on the tracked platform next to the NASA building. Drive straight for the NASA sign. Face the building on the left. Shoot the door and enter the launch centre. The rocket will then move to the launch site. Re-enter the NASA building when the rocket reaches the site, to launch it.

Now you have to go after the three bombs. Drive behind the NASA building and collect the Hydrofloaters. Head across the sea to the small island surrounded by an electric fence. Shoot your way through the deadly electrified wire and pick up all three bombs.

### MISSION 4:

#### PENNSYLVANIA - STEEL MILL

- A. Locate Three Supply Boxes
- B. Protect Money Train
- C. Terminate Enemy Vehicles

Search the factory and the front of the yard to find the first two Supply Boxes. Extend your search to the siding and the coal mounds if you come up empty. The final Supply Box is in one of the train's carriages. Give them a quick burst of gunfire to dislodge it. Keeping

the train alive isn't too hard. Just be sure to protect the two bridges that cross the river - if they get destroyed, the train's done for. Try and get the Coyotes to follow you into the factory, where they can be lured into the hot metal and certain death.

### MISSION 5:

#### MINNESOTA - NUCLEAR PLANT

- A. Collect Three Bombs
- B. Protect The Nuclear Plant
- C. Scrap The Enemy

The three bombs are all stashed inside the main nuclear plant. One is between the two yellow turbines, the other two are at the sides. Sometimes they appear in the control room. Once you have collected the bombs, get clear of the plant. The generators on the far side cause major damage to any vehicle touching them. Get hold of a Bruiser Cannon and use the Cowpuncher special to knock the enemy into the generators.

### MISSION 6:

#### UTAH - WINTER GAMES

- A. Collect Three Briefcases And Deliver Them To Lodge
- B. Protect Lodge
- C. Remove The Enemy From Face Of Earth

Don't bother looking for the Briefcases, the Coyotes are carrying them. Each car will yield a Briefcase when destroyed. All you have to do is eliminate the Coyotes then drop cases at the lodge. Try out some winter events, then visit the award podium to and collect some serious fire-power.

### MISSION 7:

#### CALIFORNIA - PACIFIC HARBOUR

- A. Collect Three Supply Boxes
- B. Protect Barge
- C. Perish Enemy Cars

The easiest way to protect the barge is to steer well clear of it. Don't drive round the central dock unless the barge is out to sea. To find the Supply Boxes search all the warehouses. Then check out the container storage yards on the far side of the docks. Sometimes they can be found in the water near the two piers.

### MISSION 8:

#### UTAH - WINTER GAMES

- A. Collect Five Bombs And Dump Them Into The Sea
- B. Protect Oil Silos
- C. Exterminate Enemy Cars

The oil silos are very hard to protect as most of the bombs are located near them. Luckily, all four have to be destroyed for the mission to fail. Your first priority should be to find the bombs. Most are located on and around the silos. Some are hidden under the long overhead pipes. A few are hidden amongst the rocks.





# GUIDE

# COYOTES

## DALLAS 13

CAR:	PALOMINO XIII
ACCELERATION:	362
SPEED:	316
ARMOUR:	232
TARGET AVOIDANCE:	72
SPECIAL WEAPON:	MEGA COLLIDER

The hovering nature of Palomino XIII makes it easy to hit. The cushion of air on which it travels negates terrain effects. It travels as fast on snow and ice as it does on land. The Mega Collider is a laser that produces a lance of fire that burns through anything it touches. It also repels and knocks aside enemy vehicles, caught in the beam. The shot lasts for a few seconds, so you can move the car to adjust your aim. This weapon is particularly effective at destroying objectives.



## NINA LOCO

CAR:	EL GUERRERO
ACCELERATION:	336
SPEED:	260
ARMOUR:	206
TARGET AVOIDANCE:	136
SPECIAL WEAPON:	LEMMING MISSILE

Swift and dangerous, the El Guerrero is a car to be reckoned with. While not as good as John Torque's Thunderbolt, the El Guerrero can still run rings around most of the opposition. The Lemming Missile is a pretty cool device. When activated, it will fly skywards then descend on your target at high speed. The blast sends the enemy car flying. The size of Nina's car makes her a pretty easy target, so you should grab a load of Special Weapon crates and fight from a distance.



## MOLO

CAR:	BLUE BURRO BUS
ACCELERATION:	128
SPEED:	92
ARMOUR:	352
TARGET AVOIDANCE:	112
SPECIAL WEAPON:	SMOG CHECK

The best tactic to use with the Blue Burro Bus is to maintain a good top speed, then go on a ramming frenzy. The vehicle is so slow, aiming at faster cars is almost impossible. Make sure you pick up plenty of Homing Missiles and guided weapons. The Smog Check is about the most useless weapon you can get. Yes it paralyses the enemy cars caught in its short-range smoke; unfortunately it has a very short range and the bus hasn't the speed to catch a dead fish!



## OBAKE

CAR:	TSUNAMI
ACCELERATION:	284
SPEED:	340
ARMOUR:	37
TARGET AVOIDANCE:	198
SPECIAL WEAPON:	RIFT BLADE

The Tsunami has armour you can wrap sandwiches in. Any shot that hits it will do severe damage. Keep the Tsunami on the move at all times, otherwise you'll be bounced around like a rag doll. The Tsunami's Rift Blade is a devastating weapon. When activated, the vehicle charges forward at high speed, slicing enemy cars in twain. This causes severe damage. When charging forward, the Tsunami is immune to gunfire. The Rift Blade also enables you to make a quick getaway.



## LORD CLYDE

CAR:	EXCELSIOR STRETCH LIMO
ACCELERATION:	184
SPEED:	156
ARMOUR:	298
TARGET AVOIDANCE:	246
SPECIAL WEAPON:	CHAIN LIGHTNING

The stretch Limo is a big target. Rockets and unguided special weapons will have a field day against this monster. It is also very difficult to manoeuvre round tight corners and through narrow gaps. The Chain Lightning special is devastating at close range. Any car that gets close to the Limo is electrocuted and hurled into the air by its power. The Limo has a reasonable top speed and good armour, so getting close to the enemy shouldn't be a problem.



## COYOTE MISSIONS

### MISSION 1:

#### ARIZONA - METEOR CRATER

- Locate Three Bombs
- Destroy Gas Station
- Eradicate Enemy

Search for the bombs first. Check behind the donut shops and in the meteor crater itself. If you still can't find them, check out the observatory, exterior and interior. When all three bombs have been acquired, search for a gas station and blow it away. You only need to take out one station to complete the mission objective.

### MISSION 2:

#### UTAH - WINTER GAMES

- Collect Four Briefcases
- Destroy Lodge
- Crush All Enemy

The briefcases can usually be found on the events, such as the ski jump or bobsledding. The lodge balcony should be searched next, then the award podiums. If all else fails, check out the back of the chalets or ski lifts. Once the cases have been removed, blast the lodge from existence.

### MISSION 3:

#### CALIFORNIA - PACIFIC HARBOUR

- Collect Four Supply Boxes
- Destroy Container Crates
- Mollify Enemy

Your first two objectives occur in roughly the same place. Blast the orange container crates at either end of the dock. You need to destroy at least eight to complete objective B. In amongst the crates you should find one or two of the supply boxes. If not, then check out the warehouses surrounding the dock. If you still come up short, widen your search to include the water and the lighthouse.

### MISSION 4:

#### ALASKA - ALASKAN PIPELINE

- Collect And Drop Four Oil Cans Around Refinery
- Destroy Refinery
- Vaporise Enemy Cars

Make finding the Oil Cans your first priority. As the refinery gets demolished, they become harder to reach. Most of the cans will be located on top of the oil silos. Drive up the ramps or through the pipes to get on top of them. Then take to the sea to stock up on special weapons and continue your search there. If this proves fruitless, check out the rocks surrounding the pipeline. Once all the cans are in your possession, take them to the main refinery building (the place where all the pipes connect) and drop them there. Then proceed to wipe the refinery from the map.

### MISSION 5:

#### MINNESOTA - NUCLEAR PLANT

- Collect Five Bombs And Deliver Them To Turbine Plant
- Ace The Nuclear Reactors

Charge forwards and shoot the train's engine. Destroy it and all the Briefcases will drop out. Drive round and collect them all. Make for the long bridge. Drive along it and drop off the cases. You can then turn your attention to the mill buildings. The best way to take them out is to just drive round inside. The attacking Vigilantes will obligingly fire at you, hitting the buildings in the process. Knock out both the steel bar foundry and the smelting works.

### MISSION 6:

#### LOUISIANA - GHASTLY BAYOU

- Collect Five Briefcases And Stash Them In Large Tomb
- Destroy Sugar Mills
- Retire Enemy Cars

Destroy the sugar mills first. There are four to the left of the main house. They sometimes yield weapons when shot. Don't stick around in the sugar fields as you're liable to sink. Make for the piers next: two or three Briefcases are located thereabouts. The Briefcases in the swamp are too high to be reached normally. You'll have to open the floodgates at the edge of the swamp. Collect a Hydrofloater power-up to get them when the water rises.

### MISSION 7:

#### FLORIDA - LAUNCH SITE

- Locate Six Fuel Cans
- Destroy Rocket Transport
- Dust Enemy Cars

The Fuel cans can be found on the island, ringed by an electric fence. There are usually two or three there. Search the hangar containing the space shuttle for another two Cans. Check out the inside of the NASA centre to see if any are stashed there. Finally, drive through the rocks next to the launch pad to find the last couple of Cans. Tool up with weapons from the lookout post. Then eliminate the transport holding the rocket.

### MISSION 8:

#### PENNSYLVANIA - STEEL MILL

- Rob Train And Hide Cash Near Long Bridge
- Destroy Mill Buildings
- Liquefy Enemy Cars

Charge forwards and shoot the train's engine. Destroy it and all the Briefcases will drop out. Drive round and collect them all. Make for the long bridge. Drive along it and drop off the cases. You can then turn your attention to the mill buildings. The best way to take them out is to just drive round inside. The attacking Vigilantes will obligingly fire at you, hitting the buildings in the process. Knock out both the steel bar foundry and the smelting works.



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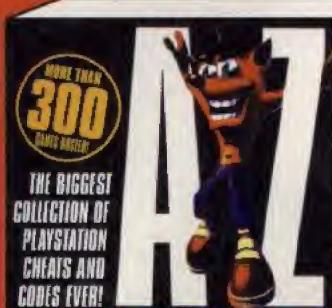
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## GUIDE

# DRIFTERS

### ASTRONAUT BOB O

CAR:	MOON TREKKER
ACCELERATION:	322
SPEED:	64
ARMOUR:	134
TARGET AVOIDANCE:	308
SPECIAL WEAPON:	COLLECTOR

All-terrain handling makes the Moon Trekker very adept at collecting items. It can also outmanoeuvre most other cars, which enables it to bring the Collector into play. The Collector grabs and repeatedly crushes enemy cars. Whilst it is doing so, the machine gun can be fired to cause extra damage to your enemy. The slow speed of the Moon Trekker makes it an easy target for dumb-fired or special weapons and its armour won't be able to take much abuse from either of these.



### GARBAGE MAN

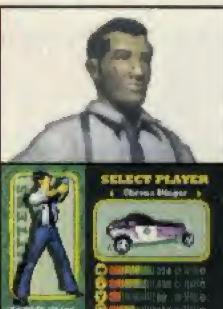
CAR:	GRUBB DUAL LOADER
ACCELERATION:	180
SPEED:	50
ARMOUR:	376
TARGET AVOIDANCE:	78
SPECIAL WEAPON:	COMPACTOR

The Grub Dual Loader handles like a brick on wheels. It has a huge turning circle and a top speed to cry over. You won't be avoiding much in this hulk which is why it has high armour. The Compactor special weapon is very effective. Simply ram another vehicle whilst the weapon is active and they will be dumped into the garbage grinder for maximum damage. Fast-moving vehicles are hard to hit. Use magnetic mines to paralyse them, before you close in for the kill.

### AGENT R CHASE

CAR:	CHRONO STINGER
ACCELERATION:	374
SPEED:	330
ARMOUR:	98
TARGET AVOIDANCE:	224
SPECIAL WEAPON:	HARD TIME

The Chrono Stinger has great handling, but poor armour. As long as you stay on the move you'll probably manage to stay ahead of most other cars. The Hard Time special weapon is the most useless in the entire game. It's hard to aim but it does paralyse the enemy. Make sure you have a Mortar special or Bruiser Cannon, with maximum ammo, selected. Then use a supercharged shot to deliver a punishing strike on the immobile enemy. Agent Chase is the best of the initial Drifters.



### CHASSEY BLUE

CAR:	VERTIGO
ACCELERATION:	278
SPEED:	295
ARMOUR:	148
TARGET AVOIDANCE:	91
SPECIAL WEAPON:	STAR POWER

The Vertigo is on par with John Torque's Thunderbolt. Superb speed and handling make it one of the best things on four wheels. Her Star Power orbital death ray is pretty effective at mincing groups of enemies. Once locked on, the satellite is lethal, pursuing the target vehicle with its powerful laser beam. If the enemy cars are clustered together, it will burn through them all. Chassey becomes available when you complete the game with all of the initially selectable Drifters.



### PADRE DESTINO

CAR:	GOLIATH HALF TRACK
ACCELERATION:	156
SPEED:	151
ARMOUR:	295
TARGET AVOIDANCE:	188
SPECIAL WEAPON:	HADES GALE

Padre Destino becomes selectable when you complete the game with Chassey Blue. His Goliath Half Track is instantly recognisable as a machine of destruction. With thick armour plate and reasonable top speed, the Half Track can quickly close on the enemy and deliver a crushing attack with its tracks. Padre's Hades Gale is one of the best special attacks. The Half Track vanishes when activated, then reappears with a scream of souls right under the target vehicle.



## DRIFTER MISSIONS

### MISSION 1:

ARIZONA - METEOR CRATER  
A. Collect Two Fuel Cans  
B. Evade Police  
C. Trash The Enemy

First things first, listen for the siren and keep an eye out for the cop car. If it makes contact with your vehicle you'll instantly fail objective B. As for the Petrol Canisters, your best bet is to check out the petrol stations, or behind the donut shops. Occasionally they can also be found in the cinema or the observatory.

### MISSION 2:

CALIFORNIA - PACIFIC HARBOUR  
A. Locate Three Supply Boxes  
B. Force Cargo Truck to Stop On Bridge  
C. Ace All Enemy cars

First of all, stop the truck on the bridge. Wait for the container truck to load up and drive onto the suspension bridge, then give it a quick burst with your machine gun to make it stop. Next you must search for the Supply Boxes. These are usually located in the warehouses or near the container crates. Sometimes they can be found on the water. Once the first two objectives have been met, nail the single enemy.

### MISSION 3:

ALASKA - PIPELINE  
A. Find Three Oil Containers, Deliver Them To Silos  
B. Break Up Three Amassing Icebergs  
C. Obliterate All Enemy cars

Go for the easiest target first. Drive to the water's edge and grab a Hydroficator power-up. Cruise over to the oil rig and wait for the first iceberg to appear. Make cubes out of it using your machine gun. Circle the area and wait for the next two 'bergs to appear. Shoot them both to achieve objective B. Finding the Oil Containers is a bit tricky - with all the metal work lying around they can be hard to spot. Drive round the rocky outskirts of the area: most of the containers can be found on the ledges there. Once you have them all, drive onto the oil silos and drop them off. Each silo can hold one oil container.

### MISSION 4:

MINNESOTA - NUCLEAR PLANT  
A. Find Four Briefcases, Drop Them In Nuclear Crates  
B. Avoid Radioactive Contamination  
C. Retire All Enemy cars

Begin your search for the Briefcases inside the main turbine plant. From there, check out the streets surrounding the complex, then the power generators. When you have all four of them, make for the white containers in front of the factory on the hill. Drop the cases here to complete objective A. To avoid becoming radioactive, don't destroy anything toxic-looking (such as yellow barrels and glowing stuff; it is a big hint of toxicity).



### MISSION 5:

UTAH - WINTER GAMES  
A. Collect Four Supply Boxes And Deliver To Cable Cars  
B. Beat All Three Event Records  
C. Retire All Enemy cars

The Supply Boxes are mostly located on and around the three events. Sometimes they appear by the chalets or the lodge. Grab all four boxes then head for the cable car station and drop them off. To break the long jump record, tool up with some Homing Missiles. Use the turbo special to get some air and drive through the gates at the end. You can do the same down the bobsled run. Make sure you go through the gates at the end of the run. If you hear a cheer, you've broken the record.

### MISSION 6:

LOUISIANA - GHASTLY BAYOU  
A. Locate Six Bombs  
B. Trap The Alligator  
C. Mosh All Enemy Cars

Target the bombs first. Check out the sugar field near the mills. There are a few bombs hidden between the sugar canes. Then travel over to the piers near the floodgates to find a few more. Raise the water level to get the last few bombs hidden in the swamp itself. To trap the alligator, drive round near the ghost, next to the cage. Pretty soon the alligator will show up. Keep circling the area and it'll eventually touch the ghost and get trapped.

### MISSION 7:

PENNSYLVANIA - STEEL MILL  
A. Collect And Deliver Five Fuel Cans To The Outside Furnaces  
B. Stop The Train At Service Dock  
C. Crush All Enemy Cars

The Fuel Cans are well hidden around the steel mill. Check under the bridges and around the edges of the map. Most of the cans can be found near the mounds of coal to the rear of the plant. Once they are in your possession, concentrate on getting the train to the siding. You can use the red switches to manipulate the tracks. Before you start moving the train towards the siding, you must first destroy the two carriages blocking the route, otherwise the train will explode.

### MISSION 8:

FLORIDA - LAUNCH SITE  
A. Collect And Deliver Five Supply Boxes To NASA Building  
B. Force Enemies Into Wind Tunnels  
C. Annihilate All Enemy Cars

After the last mission you can relax and take this easy. Luring the enemies into the wind tunnel shouldn't be a problem. Simply shoot off the front of the tunnel and wait for the enemy to show up. As they get close to you, drive through the tunnel and they will follow in. To get the Supply Boxes take a ride in the rocket. Collect the boxes on the way down to earth. Drop all five of them at the NASA building, then you can turn your attention to the enemy cars.





## VIGILANTE 8: 2ND OFFENSE

GUIDE

# ARIZONA > METEOR CRATER

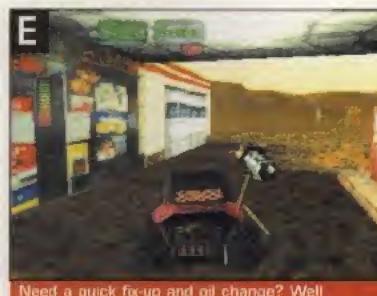
The arid Arizona landscape is the setting for the first fighting arena. There are many gullies that can be used to ambush your foes. The rock bluffs and cliffs also provide a vantage point for those that like to use sniper tactics.



Stick this in your tea and dunk it! Ace the donut shop and watch the big ring roll. It will annihilate any thing in its path with sugary goodness.



Want a short cut? Need to get out of danger fast? Well drive into the mine or the observatory and you will be boosted to a random location.



Need a quick fix-up and oil change? Well park yourself by the gas pumps and a friendly mechanic will slowly restore your energy, while you wait.



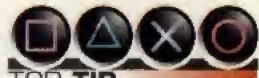
The Sheriff is lying in wait next to the donut shop. If you break the speed limit he'll be all over you like a rash. A couple of missiles should dissuade him though!



Total the Observatory and a massive meteorite will land in the crater. Destroy this to activate the invasion of the killer bugs and relive those 'Starship Troopers' moments.



Hang around the meteor crater for too long and you'll get caught in a shower of rocks. Put your pedal to the metal and stay one jump ahead of this cosmic stoning.



### TOP TIP

Use the manual lock on to target the closest enemy cars. Your weapons are less accurate at long range.

### KEY

- Weapon Crates
- Power-Ups
- Quest Mode Special Items
- Armour Repair
- Propulsion Upgrades
- Special Weapons

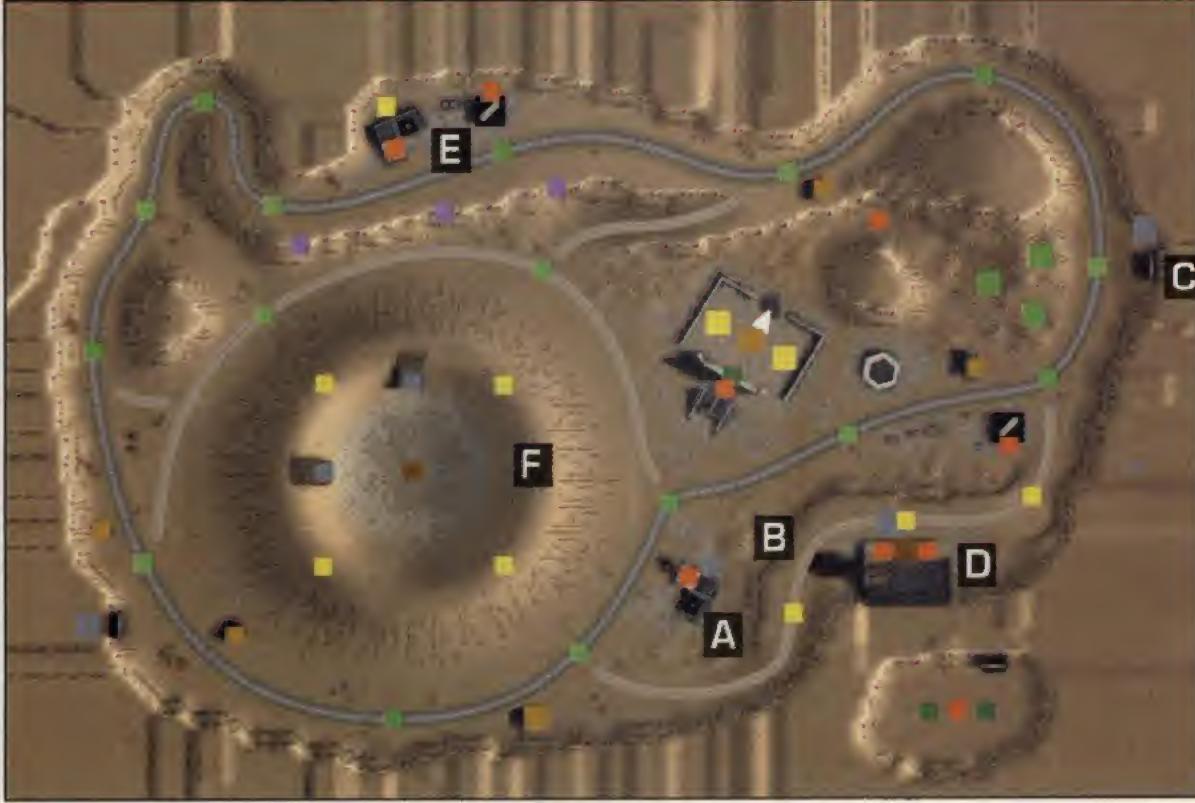
### BONUS CHARACTERS

These vehicles are unlocked by completing the game with all the initial characters of each group. They can only be selected in Arcade and Survival Modes.

### DAVE CULTSMEN

CAR: XANADU RV  
ACCELERATION: 100  
SPEED: 121  
ARMOUR: 341  
TARGET AVOIDANCE: 201  
SPECIAL WEAPON: UFO

Invasion  
The RV is very sluggish and difficult to handle. Its large size makes it a sitting target for enemy fire. On the plus side, having a large mass makes it ideal for ramming. The RV can beat most other vehicles in this fashion. The UFO Invasion unleashes a horde of miniature saucers that attack enemy vehicles. This is the most powerful special weapon in the game and causes substantial damage to even the most armoured of vehicles. The RV should stick to fighting on close terrain, where it can't be shot at from a distance.





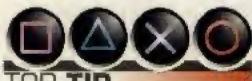
## GUIDE

# LOUISIANA > GHASTLY BAYOU



### TOP TIP

Take the high ground whenever possible. Your weapon range is greatly increased, and accuracy improved, when firing from above.



### TOP TIP

Most buildings explode violently when shot. If an enemy is being a hiding bandit, target his cover to make him move.

## KEY

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-Up
- Special Weapon
- Armour Repair

## DUSTY EARTH

CAR: ..... WAPITI 4WD  
 ACCELERATION: ..... 197  
 SPEED: ..... 242  
 ARMOUR: ..... 179  
 TARGET AVOIDANCE: .. 140  
 SPECIAL WEAPON: .. HAWK

..... THAT SETTLES  
 The Wapiti 4WD is a good all-round vehicle. It travels equally well on rugged or icy terrain and its hill climbing ability is second to none.

Dusty is best used on snowy or desert terrain, where his four-wheel drive can be used to outmanoeuvre the enemy. Dusty possesses the most infuriating special weapon in the game. Hawk That Settles creates a vortex that lifts up and damages the enemy car, moving them around the map. It does little damage, but can be very disorientating.



The fetid swamplands are tricky to negotiate. Before you can say "Gentle Ben" you've probably been sucked under. The spirits of the dead don't rest easy. They will teleport, attack and even steal from you, if their rest is disturbed.



The 'gator is a mite ornery and will take a dislike to anything in his part of the swamp. If you're in the water you're Alligator chowder, so don't float for too long.



Shoot the wheels on the floodgates in order to open them. Once they are both fully open, the water level inside will rise, therefore flooding the swamp.



If the house or the large tomb is possessed by a spirit, they will teleport you to the other end of the swamp. Be wary: the spirit usually exacts a price for this service!



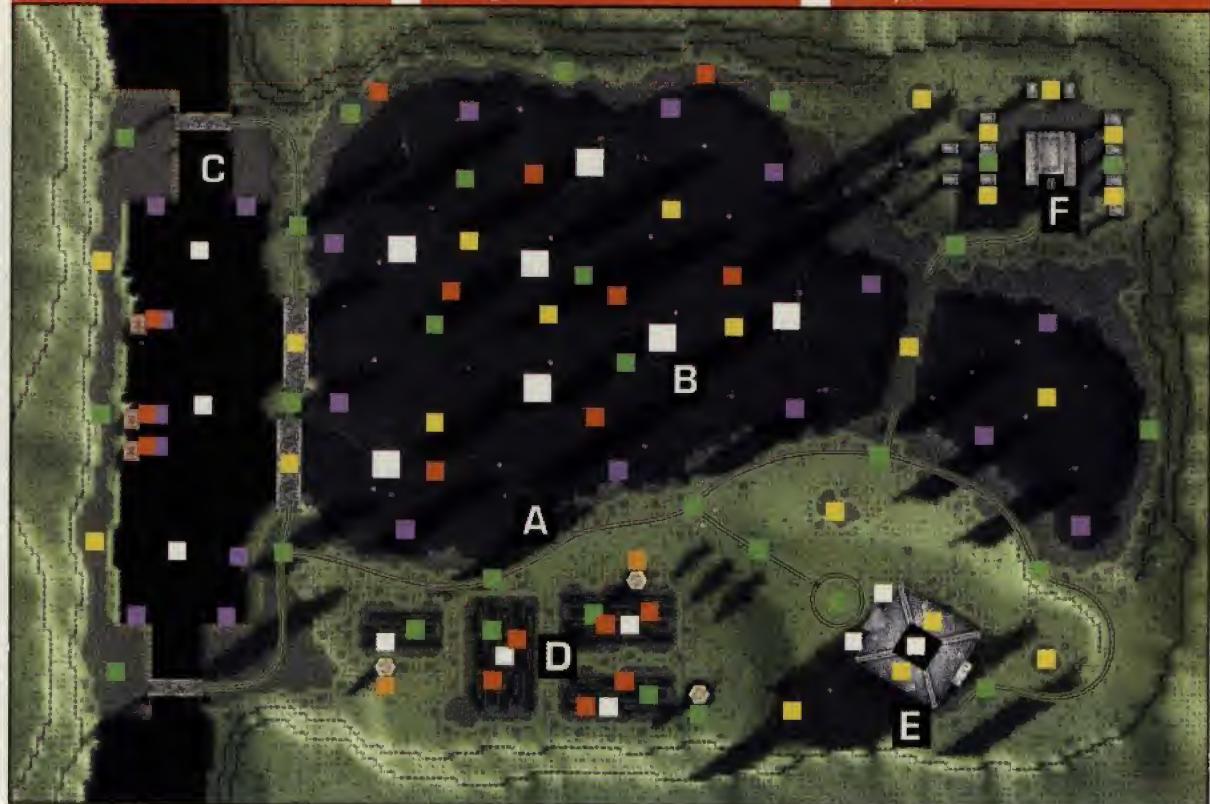
The 'gator cage can be activated by driving into the ghost. When caught in the cage, the 'gator will spit out weapons and armour. If a car gets caught in the cage, it takes damage.



Don't stick around in the sugar field, even if you do have a sweet tooth. The earth is so soft that it will bog down your vehicle, causing a load of damage.



Take care when driving in the cemetery. If you accidentally trash one of the tombs, the vengeful ghost will react angrily to the desecration and attack you.



# VIGILANTE 8: 2ND OFFENSE

## GUIDE



# FLORIDA > LAUNCH SITE

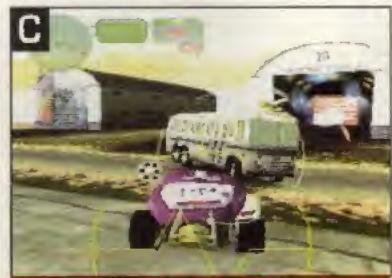
The sun-baked shores of Florida beach, provide a good line of sight for your long-range weapons. Cruise around the surf to collect tons of weapons, then return to the sands and do battle. Be on the lookout for the military: they don't take kindly to compromised security.



Just when you thought it safe to go back into the water and have a surf, in come the sharks! Stay fast and don't annoy them otherwise you'll be fish food.



The rocket engines flare periodically – anything behind them will be cooked. Shoot their supports and they'll fly skywards, returning to earth with explosive results.



The two wind tunnels occasionally run tests. If you witness stuff being sucked in, steer clear unless you wish to meet the fan blades up close!



**TOP TIP**  
If you're missing an item during Quest Mode, try destroying the enemy cars. They have a habit of picking up the stuff you need.



Cruise through the tunnel which is at the rear of the rocket, but only when the green light is showing. You will then be taken to the stars and beyond.



Base security is tighter than a pair of PVC underpants. The guard towers will fire machine guns at any car passing too close. If you try to drive through the fences you're in for a shock!



To launch the rocket, enter the NASA centre to start it moving towards the launch pad. Once it's there, re-enter the centre to send the rocket to the moon.

## KEY

- Quest Mode Items
- Armour Repair
- Propulsion Upgrade
- Power-Up
- Weapon Crate
- Special Weapon

## BOOGIE

CAR: MARATHON  
ACCELERATION: 203  
SPEED: 245  
ARMOUR: 196  
TARGET AVOIDANCE: 144  
SPECIAL WEAPON: DISCO BALL

Disco inferno! The Marathon sure likes an audience. Whilst it does not have the armour or speed to give the edge over the opposition, the Disco Ball special can be used to devastating effect. Drop a few magnetic mines and wait for the enemy to activate them, then cruise in and deliver the Disco Ball at close range. Behold as a large chunk of enemy energy is wiped off. Boogie is a hit and run specialist. Get close and use your Disco Ball, then fade fast before your thin armour gets wasted.





## GUIDE

# PENNSYLVANIA > STEEL MILL

### KEY

- Quest Mode Item
- Propulsion Upgrade
- Weapon Crate
- Power-Up
- Special Weapon
- Armour Repair

Life on the rust belt can be cheap, especially with the Coyotes knocking about. The debris-strewn steel mill is a fine battleground. Loads of cover and weapons aplenty make this arena good for the hit and run driver.



If the train keeps getting in your way, shoot the red signals to change the track. You can also drive into the tunnel to be teleported across the mill.



Low on weapons and trapped inside the smelting room? Well shoot the boilers in order to unleash a torrent of hot metal upon the enemy.



The rolls of steel on the hill make for choice targets. Hit them with gunfire and they will roll along, crushing anything in their path.



Drive to either window on the second floor of the smelting room. The magnetic crane will lift your car off the ledge and move it to the equipment stash.



Steer clear of the steel bar plant. The red-hot lumps of metal will immolate your car at the slightest touch. Plant a magnetic mine on the conveyor belt to trap enemies here.



Coal mounds are particularly stupid places to park which is great if you see anyone waiting up there. Shoot the coal in order to set it alight and burn anyone on top of the pile.



VIGILANT 9: 2\*



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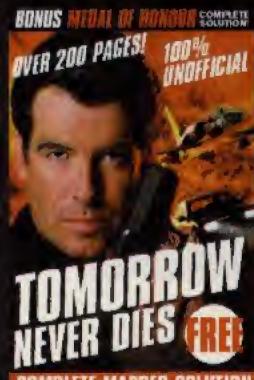
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## GUIDE

# CALIFORNIA > PACIFIC HARBOUR



### TOP TIP

Low on weapons? Badly damaged? Time for ramming speed! Charge towards enemy cars from the side, to turn them over and go out in style.



### TOP TIP

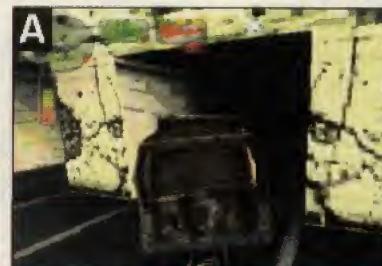
If you are low on energy, hide in close terrain (buildings and trees) and use the mortar to attack the enemy from a distance.

## KEY

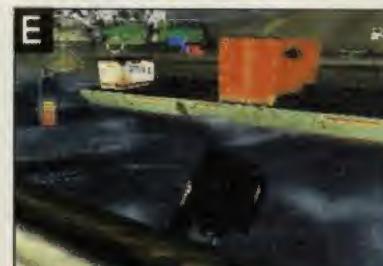
■	Propulsion Upgrade
■	Armour Repair
■	Weapon Crate
■	Power-Up
■	Quest Mode Item



Down at the docks it's business as usual, despite the fire-fight. Express delivery and storage combine to aid you. Check out the delivery routes to stock up on stuff. Take care to stay out of the truckers' way or you're in for some pain.



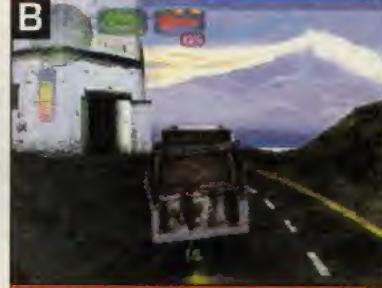
**A**  
The depot provides quick and easy access to the ocean. Just drive through any of the three doors to take advantage of the short cut and be moved around the map.



**E**  
Hitch a ride on the barge and take a tour around the docks. If you stay on it too long, you will probably sink when an enemy uses it as target practice.



**F**  
Pull in at the weigh station and 'weight' [oooh! Beano-style pun!] for the light to turn green and your armour will slowly be restored.



**B**  
The lighthouse is where to go if you've taken a beating. Enter the base of the house and hold accelerate. You'll then hover over to the depot roof and get the armour there.



**C**  
Cranes are there to help you out. Stick next to the large cranes if you want them to take you across the water. The small ones will rescue you if you're in the drink.



**D**  
Shoot the orange containers in order to release hidden weapons and power-ups. Don't get too close, as they have a habit of exploding violently.



# VIGILANTE 8: 2ND OFFENSE

## GUIDE



# UTAH > WINTER GAMES

It snow joke( another pun!) fighting on ice. Traction is very limited and you'll be an easy target if you struggle to climb the hill. Get some Skis 'N' Treads as soon possible. This will give you a fighting chance. The top of the hill makes a good place to snipe from.



**A**  
Smash open the doors to the cable car. Then drive inside and hitch a ride up the slopes. There are many special weapons that you can pick up in the car.



**B**  
The ski lift is the quickest way to travel on these slopes, it will get you up the hill at lightning speed. Drive your car onto a hook and enjoy the ride.



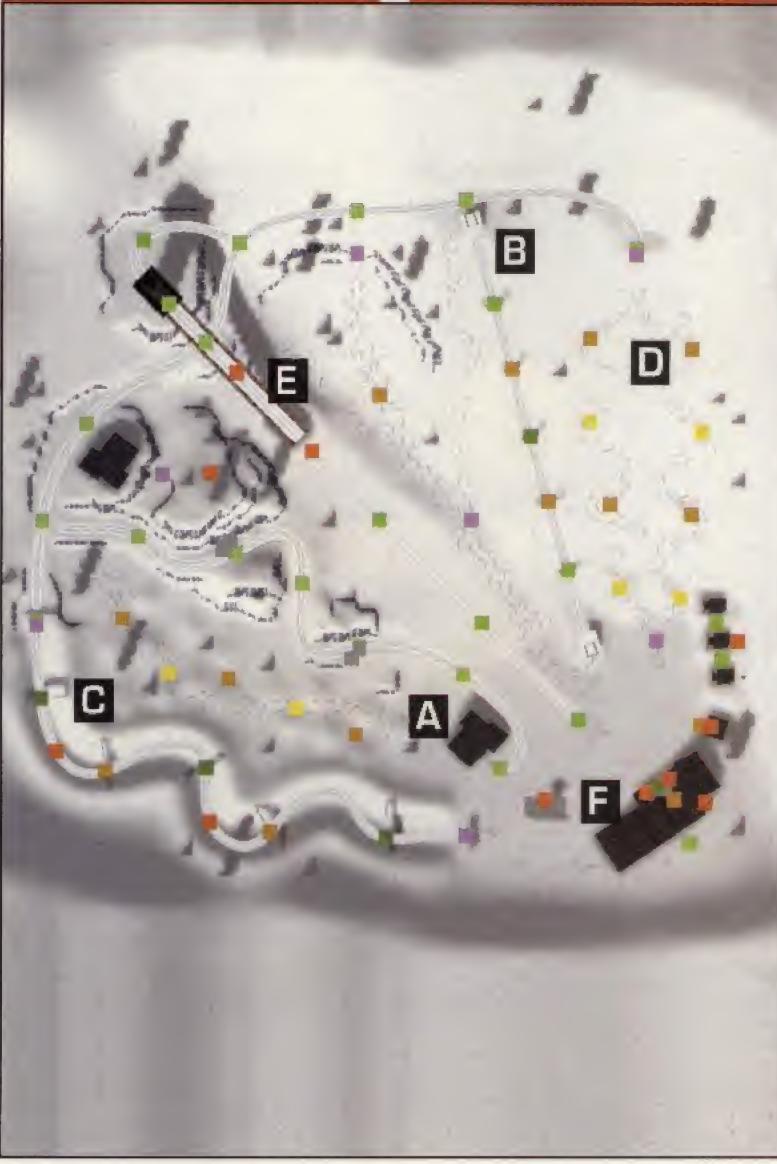
**C**  
Once on the bobsled run, there's no chance to back out. This icy route is one-way only. If you manage to stay on the course you'll collect big prizes when you reach the bottom.



**TOP TIP**  
Check out the fighting terrain beforehand. Learn where all the special weapons are and you won't have much trouble defeating the enemy.



**TOP TIP**  
If you catch fire, dunk yourself in the nearest pool of water. Fire continuously damages your vehicle and lasts for ages.



**D**  
Pass through the gates on the downhill ski run. Get through them all, then visit the winners podium at the bottom of the hill for some prizes.



**E**  
Blow open the door and enter the base of the jump. Use a turbo special to do an 'Eddy the Eagle Edwards' off the end of the jump. But try and land with more grace.



**F**  
Blast the lodge fence and go through the door. You can now drive around on the second-floor balcony to collect the weapons that are lying around.



Quest Mode Item

Propulsion Upgrade

Weapon Crate

Power-Up

Special Weapon





## GUIDE

# MINNESOTA > NUCLEAR PLANT



### TOP TIP

Most objects and structures produce weapons when destroyed. If a level looks barren, start blowing things up.

### KEY

- Quest Mode Item
- Propulsion Upgrade
- Power-Up
- Weapon Crate
- Armour Repair
- Special Weapon



1314

Possibly the most insane place to have an all-out gun battle is the middle of a nuclear reactor, but that's what you get when you visit Minnesota. Contamination and electrocution lurk round every corner.



Head for the control balcony in the turbine plant. Ram the computer when the light is green to produce armour - if you ram it when red, anyone near the turbines will be electrocuted.



See those yellow barrels that the forklift truck is carrying? Well steer clear of them as the slightest touch will contaminate your vehicle.



At all costs stay away from the deadly turbine blades. If your vehicle happens to get sucked in, it will cause huge amounts of damage.



Shoot open the blast doors to the nuclear reactors and destroy the cores to produce a subatomic explosion. Make sure you have a shield unless you want to glow in the dark.



The tunnels at the edge of the map provide access to the heavy water vents. These fenced-off vents often contain special weapons and armour.



When driving near to the transformers, be on the lookout for the electrical sparks. If you stray too close to the transformers you are going to be in trouble.



# VIGILANTE 8: 2ND OFFENSE

GUIDE



## ALASKA > ALASKAN PIPELINE

You'll have to blow up plenty of stuff to keep warm in this climate. Take a journey through the wasteland and collect weapons from the rocks. You may want to nail a few oil silos just to heat things up a little.



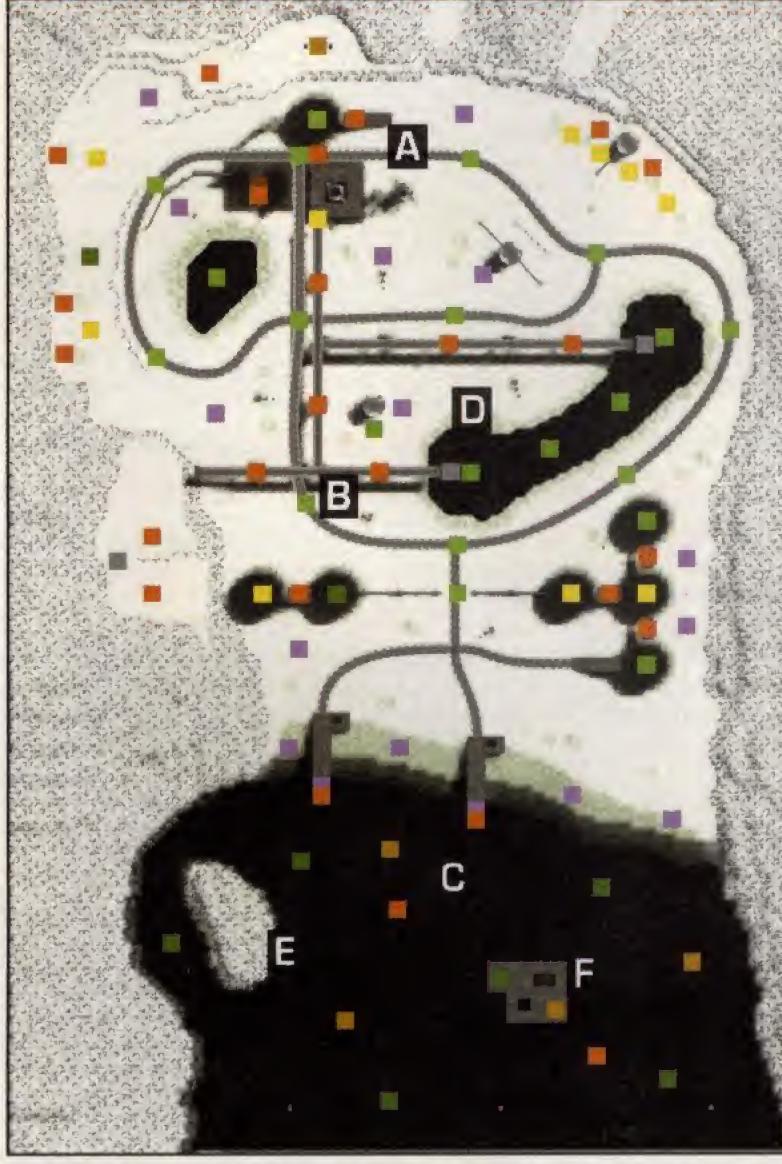
After sliding through oil, enemy cars leave a black trail. Shoot this trail to set the oily car afire, then sit back and toast some marshmallows on the warm glow.



Drive up the ramps and go into the pipeline. From here your car will then be transported to a random pipe location on the map and spit out.



If you take to the sea, be careful not to frighten the fish. The killer whales (okay, they're mammals) have a nasty habit of tearing fast-moving cars to shreds.



Stay out of the oil pools. They slow down your vehicle and will choke the engine. The oil patches can also be set alight by gunfire, make you a sitting duck to enemies.



Iceberg dead ahead! The icebergs are able to sink any unsuspecting craft – even those you think are indestructable. Use your machine gun to break them up.



Check out the oil rig for some decent weapons. Shoot away its struts for a spectacular explosion. It will leave more pick-ups when it has been destroyed.



## TOP TIP

During Quest Mode, the mission will finish after all the enemy cars are destroyed. Be certain to have completed the first two objectives before this happens.



## TOP TIP

Take to the seas as much as possible. The CPU cars rarely follow – and even if they do, hitting with weapons is nigh impossible on the rolling waves.

## KEY

- Quest Mode
- Propulsion Upgrade
- Weapon Crate
- Power-Up
- Special Weapon



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# SHAOLIN

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# SHAOLIN

## GUIDE



Victory is twice itself when nothing is lost.

### シーアーウリン SHAOLIN

Originated by Chinese monks, this is the basic form of Kung Fu from which all other styles developed. In real-life it involves weapons training, but in the game is purely unarmed combat.

#### STANDARD MOVES

Arhats Open Punch	→ + X
Lunging Elbow	→ + X
Kidney Punch	↓ + X
3rd Star Strike	R2 + X
Windmill Kick	→ + ●
Reverse Spin Kick	→ + ●
Rising Double Kick	↑ + ●
Inward Heel Kick	↓ + ●
Stop Kick	R2 + ●
Overhead Catapult	→ + ●
Wu Shu Kick	↓ + + ●
Rising 4-Level Kick	↓, ↑ + ●
Reverse Iron Broom Sweep	→ + R2 + ●
Counter	[When opponent punches] ▲



Charity is love, logic is the true road and courtesy breeds propriety.

### シート クーネ ド JEET KUNE DO

This is the art created by the late great Bruce Lee. Translating as 'way of the intercepting fist', its main concept is direct attack without unnecessary, energy-wasting movements.

#### STANDARD MOVES

Middle Back Fist	→ + X
Low Blow	R2 + X
Somersault Kick	→ + X
Reed Upper	↓ + X
Side Kick	→ + ●
Dragon Cannon	→ + ●
Low Slide Kick	R2 + ●
Dragon Tail	→ + R2 + ●
Leg Slide Throw	→ + + ●
Bong Sao	[When opponent punches] ▲



#### EXTRA ART 1

Boxing Shuffle	Hold L2 to change
Fist Of Fury	[Boxing Shuffle] X
1 Inch Punch	[Boxing Shuffle] → + X
Wing Arm Strike	[Boxing Shuffle] ↓, → + X
Dragon Side Kick	[Boxing Shuffle] → + ●
Front Kick	[Boxing Shuffle] ↑ + ●

#### EXTRA ART 2

Sidekick	↑ + X
Side Strike	↑ + X, then X [Left/Right]

#### EXTRA ART 3

1-2 Uppercut	X, X, X
1-2 Side Kick	X, X, → + ●
Dragon Tail Combo	X, X, → + R2 + ●
Triple Dragon	↓ + ●, ●, ●
Double Low Blow	[Boxing Shuffle] R2 + X, R2 + X

#### EXTRA ART 4

Dragon Smash	X, → + ●, → + X
Feint Kick Combo	X, X, R2 + ●, ●
Dragon's Edge	↓ + X, X, X, ●
Savante Kick	R2 + ●, R2 + ●, ●

#### EXTRA ART 5

Knee Kick Foot Stomp	X + ■ [Front]
Face Kick Shoulder Lock	X + ■ [Left]
Side Elbow	X + ■ [Right]
Counter Death Lock	→ + X + ■



#### ULTIMATE TECHNIQUE

No Shadow Kick (Wong Fei Hung Stance) →, ←, → + ●

### ファイティング アーツ FIGHTING ARTS

Unlike other beat-'em-ups, rather than each character having different moves, you can choose from one of six fighting styles.

#### KEY:

(Front)

Facing the front of the opponent. To perform throws from the front, the opponent needs to be blocking.

(Left/Right)

Roll/slides round to the left/right of the opponent to perform the move.

#### NOTES:

All moves are shown for a right-facing fighter – if facing left, reverse directions (including up/down).

The Extra Arts need to be learned in RPG mode, but these moves are all available in Versus battles.

Timing is crucial for executing successful combos – don't simply hit the buttons as fast as possible.





## GUIDE

It is not the art that kills, it is the greed and stupidity of men.

### タイー ター チウアーン T'AI CHI CHUAN

This combat style is different to most others. Instead of deflecting or resisting an attack, the idea is to get out of the way and redirect it, using the opponent's strength against him.

#### STANDARD MOVES

Ean Pop	↔ + X
Chi Push	↔ + X
Low Side Palm	↔ + X
Low Back Fist	R2 + X
Shoulder Ram	↔, ↔ + X
Rising Hammer Fist	↔, ↔ + X
Jump Side Kick	↔ + ●
Side Axe Kick	↔ + ●
Spinning Whip Kick	↑ + ●
Stamping High Kick	↑, ↑ + ●
Shin Kick	R2 + ●
Split Kick	↔ + R2 + ●
Counter	[When opponent punches] ▲



#### EXTRA ART 1

Low Single Ship Stance	Hold L2 to charge
Rising To Heaven ... (Low Single Ship Stance)	↑ + X
Rising Heel Kick ... (Low Single Ship Stance)	↔, ↔ + ●

#### EXTRA ART 2

Sidestep	↑ / ↓ + ■
Sidestep Shoulder	↑ / ↓ + ■, then X (Left/Right)

#### EXTRA ART 3

Palm Shoulder Push Combo	↔, X, X, ↔ + X
Chi Push Combo	R2 + X, X, X
Side Axe Kick Combo	X, X, ●, ●

#### EXTRA ART 4

Snapping Whip Combo	↓ + ●, ●
Rising To Heaven Combo	↓ + X, ↓ + X, X
Rising Heel Combo	↓ + X, ↓ + X, ↔ + ●

#### EXTRA ART 5

Relentless Punch Roll	X + ■ (Front)
Throw	X + ■ (Left/Right)

#### EXTRA ART 6

Reverse Whip Kick	▲ + [↔ or ↑ or ↓]
-------------------	-------------------

#### ULTIMATE TECHNIQUE

Grand Ultimate Combo	↔ + X + ■, X + ■, X + ■
----------------------	-------------------------



He who knows when to fight is victorious. He who knows when not to fight is invincible.

### エクストレミティーズ フイスト 8 EXTREMITIES FIST

This gets its name from the fact that the exponent uses eight extremities to attack: hands, feet, elbows, and knees. It therefore includes a wide variety of hard-hitting attacking techniques.

#### STANDARD MOVES

Rushing Charge Punch	↔, ↔ + X
Reverse Punch Tilt	↔, ↔ + X
Double Overhead Punch	↔, ↔ + X
Springing Punch	↔, ↔, ↔ + X
Double Palm Punch	↔, ↔, ↔ + X
Lunging Ridge Strike	↔, ↔, ↔ + X
Rising Low Back Fist	R2 + X
Reverse Body Strike (Front)	↔, ↔, ↔ + X
Reverse Body Strike (Left)	↔, ↓, ↓ + X
Reverse Body Strike (Right)	↔, ↓, ↓ + X
Stop Kick	R2 + X
Counter	[When opponent punches] ▲



#### EXTRA ART 1

Low Inward Stance	Hold L2 to change
Punch	[Low Inward Stance] X
Rushing Charge Punch	[Low Inward Stance] ↔ + X
Twisting Shoulder Strike	[Low Inward Stance] ↔ + X

#### EXTRA ART 2

Sidestep	↑ / ↓ + ■
Sidestep Open Gate	↑ / ↓ + ■, then X (Left/Right)

#### EXTRA ART 3

Body Punch Combo	↔ + X, X, X
Pressing Charge Combo	↔ + X, X, ↔ + X, X
Raking Press Combo	↑ + X, X, X
Raking Reverse Body Combo	↑ + X, ↑ + X, X

#### EXTRA ART 4

Stomping Punch Combo	↓ + X, X, X
Raking Body Press Combo	↓ + X, ↓ + X, X
Overhand Lifting Combo	↔ + X, X, X
Overhand Reverse Combo	↔ + X, X, ↔ + X
Kicking Rake Combo	↔ + ●, X, X, X
Kicking Open Gate Combo	↔ + X, X, ↔ + X, X

#### EXTRA ART 5

Open Arm Break Strike	X + ■ (Front/Left/Right)
Dan Tien Strike	(↔ or ↓ or ↑) + X + ■

#### EXTRA ART 6

Single Palm Strike	▲ + [↔ or ↑ or ↓]
--------------------	-------------------

#### ULTIMATE TECHNIQUES

Wright Strike Combo	R2 + ●, X, X, X, ↔ + X
Wright Strike Combo 2	R2 + ●, X, X, X, X





## SHAOLIN GUIDE

テキナカテ テツナ

Wisdom knows good from evil. Trust means never to lie.

### ハング ガー HUNG GAR

Originating in southern China, this form of Kung Fu incorporates five sacred animal stances – dragon, tiger, crane, snake and leopard – making for a wide variety of moves.

#### STANDARD MOVES

Stomping Punch	↓ + X
Fire Arrow Punch Kick Combo	↓, ↓ + X
Jumping 100 Hand Fist	↑, ↑ + X
Iron Broom Sweep	R2 + ●
Disabling Ankle Kick	↓ + R2 + ●
Draw-In-Push Technique	X + ■ (Front)
Throw	X + ■ (Left/Right)
Counter	↓ (When opponent punches) ▲
Backhand Overhead Strike	▲ + (↓ or ↑ or □)



#### EXTRA ART 1

Dragon Stance	Hold L2 + R2 to change
Rising Black Dragon Claw (Dragon Stance)	↓ + X
Tilted Tiger Kick	(Dragon Stance) ●
Arhat Punch (Changes Stance To Tiger)	... (Dragon Stance) X, X



#### EXTRA ART 2

Tiger Stance	Hold L2 + ↓ to change
Butterfly Palm	↓ + X
Jabbing Tiger Strike (Changes Stance To Crane)	(Tiger Stance) X, X, X



#### EXTRA ART 3

Crane Stance	Hold L2 + ↑ to change
Spinning Crane Kick	... (Crane Stance) ↓ + ●
Relentless Crane Combo (Crane Stance)	X, R2 + ●
Crane Pecking Temple (Changes Stance To Snake)	... (Crane Stance) ↓ + X

Snake Stance	Hold L2 + ↑ to change
Snake Coil & Lunge	... (Snake Stance) ↓, ↓ + X
Snake Spin & Sweep	... (Snake Stance) ↓ + X, ●
Snake Rising Strike (Changes Stance To Leopard)	... (Snake Stance) X, X



#### EXTRA ART 4

Leopard Stance	Hold L2 + → to change
Leopard Swings Tail	... (Leopard Stance) X, X
Leopard Lunge Strike	... (Leopard Stance) ↓ + X



#### EXTRA ART 5

Overhand Swing Combo	↓ + X, X, X, X, X
Lunging Long Fist Combo	↓ + X, X, X
Bow Stance Combo	↑ + X, X

#### ULTIMATE TECHNIQUE

Fire Arrow Combo	↓, ↓, ↓ + X, X, X
------------------	-------------------

### ドランカン ボクシング DRUNKEN BOXING

This is a real martial art – honest! The exponent of the art feigns drunkenness to catch his opponents off guard, then when they attack he delivers a strike suddenly and unexpectedly.

#### STANDARD MOVES

Angel Ho Strike	↑ + X
Angel Ho Combo	↓ + X, (X or ↓ + ● or X, ●)
Kneeling Body Punch	R2 + X
Rolling Body Punch	↑, ↑ + X
Swallowing Wine Strike	↑ + ●
Swallowing Wine Combo	↓ + ●, (● or ↓ + X or ↓ + ● or X, ●)
Headstand Kick Combo	↑ + ●, ●
Winding Kick Combo	↓, ↓ + ●
Drunkard Ladder	↓, ↓ + ●
Pinwheel Kick	↓, ↓ + ●
Reverse Drunken Flip	↓, ↓, ↓ + ●
Front Step Kick	R2 + ●



#### EXTRA ART 1

Scrubbing The Back Stance	L2
Monkey Steals Peaches (Scrubbing TB Stance)	X
Drunkard Flirts	... (Scrubbing TB Stance) ↓ + ●
Handstand Kick	... (Scrubbing TB Stance) ●, ●, ●
Low Sweep	(Scrubbing TB Stance) R2 + ●, ●, ●, ●
Deceitful Drunk	(Scrubbing TB Stance) ↓, ↓ + ●



#### EXTRA ART 2

Sidestep	↑ / ↓ + ■
Sidestep Back Press	↑ / ↓ + ■, then X (Left/Right)



#### EXTRA ART 3

Leaning Kick Combo	●, ●, ●
Somersault Strike Combo	R2 + ●, R2 + ●, ●



#### EXTRA ART 4

Drunken Stumble Combo	↓ + X, X, X, X
Overhand Swing Combo	↓, ↓ + X, X



#### EXTRA ART 5

Rinsing The Laundry	X + ■ (Front)
Sliding Scissors Throw	X + ■ (Left/Right)
Drunk Evasion	↓ + X, ■



#### EXTRA ART 6

Drunkard Toast	▲ + (↓ or ↑ or □)
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#### ULTIMATE TECHNIQUE

Mighty Drunken Combo	↓ + X, X, X, ●, X
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WALK-THRU



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# DISCWORLD NOIR

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**Scooby Doo.**

game: DISCWORLD NOIR

01.06



# DISCWORLD NOIR

## WALK-THRU



### ACT I - the wharf

After talking to Carlotta, leave the office and make for the Wharf. Ignore the sailor to the left of the wharf and head up the gangplank. Talk to Mr Scoplett, the first mate. Ask him about any passengers that may have been on board. Refer to your notepad and press the **□** button to ask him about information on it. Get more details about the Mysterious Passengers. Then ask about the Milka. Eventually Scoplett will tell you that the Captain is in the Café Ankh. Leave the boat and head for the café.



### café ankh



As you approach the café, turn right and examine the cart. Wait for the golem to return to the cellar, then steal the Crowbar from the back of the cart. Enter the café and speak with Samael. Enter the booth at the top left of the screen. Speak to the captain. Eventually he won't let you on the Milka. Return to Samael and speak to Nobby on the central table. Ask him about things. Then select Vines as a topic. After that select the Mysterious Passengers from your notebook. Talk to him about the Milka to learn about the murders. Then leave the café and make for the Wharf.

### the milka

Now that the sailor is gone, select the Crowbar from your inventory and use it on the crates to the left of the boat. Eventually you'll find yourself inside the Milka. Examine the Label. Pocket it, then leave the hold via the south exit. From the deck above, take the left-hand door to enter the passenger cabins. Search the bottom bunk to discover a Scrap Of Cardboard. Go back to the deck outside. Leap into the water.



### pseudopolis yard



Make your merry way to Pseudopolis Yard. Walk up to the front desk and speak to Nobby. Select your notebook and talk to him about the Mysterious Passengers. Nobby will then furnish you with the location of the Octarine Parrot. Leave the yard and talk to Malachite the troll. He'll ask you to find Therma, she is conveniently located at the Octarine Parrot.

### items

**CROWBAR**  
Found: Cart Outside Café Ankh, Act I.  
Used For: Gaining illegal entry to buildings and barrels.



**LABEL**  
Found: Milka's cargo hold, Act I.  
Used For: Ilisa gives you location of Pier 5, Act I.



**SCRAP OF CARD**  
Found: Passenger cabin on the Milka, Act I.  
Used For: Completing the Matchbook.



**INVITATION**  
Found: Given by Carlotta in Act I.  
Used For: Gaining entrance to the Von Überwald Mansion.



**ICONOGRAPH**  
Found: Given by Count in Act I.  
Used For: Identifying Regin.



**GRAPPLING HOOK**  
Found: Given by Malachite in Act I.  
Used For: Gaining access to Pier 5 skylight and Patricians Palace.



**DIAMOND TEETH**  
Found: Selaachi Mausoleum, Act I  
Used For: Opening glass cabinet in Archaeologist's Guild.



### octarine parrot

Wait for the troll on the stage to stop singing (it's a long wait!) Walk up to her and ask about Malachite and Therma. This will add Madame Lodestone to your clue list and Rhodan's Workshop to the city map. Go back to Pseudopolis Yard. Ask Nobby about Madame Lodestone. He'll then give you the location of the Selaachi Mausoleum. Search all the tombs there and then head for Café Ankh.



### pier 5



Talk to Ilisa. Ask her about the Milka, to get information about Two-Conkers. Select the Label from your inventory and talk to Ilisa about it. This will get you the Pier 5 location. Go back to your office. Speak with Al Khalil. Leave the office and walk to Pier 5. Talk to the night watchmen. Head along the pier and select the skylight on top of the building. Return to your office yet again. Collect the Invitation from the foot of the office door, then make your way to Von Überwald Mansion.

### überwald mansion

Enter the mansion. Talk to the butler and show him the Invitation, from your inventory. He'll bog off to find Carlotta: in the meantime examine the portrait above the main door. The lady will appear. Talk to her about Ulrich, then ask about the Selaachi Mausoleum. Whilst Carlotta is getting changed, have a few words with the Count. Talk to him about the Conservatory.



### rhodan's workshop

Take Carlotta to the mausoleum and examine the tomb she finds. Go back to the mansion, have a few words with sarcastic butler. Ask him about Count Von Überwald. Head into the mansion and talk to the Count. Question him about the missing companion. Take the Iconograph. Travel to Rhodan's Workshop. Walk to the end of the workshop and break the bad news to Malachite. Take him to the mausoleum. Examine the coffin and steal the Diamond Teeth. Collect the Grappling Hook from Malachite, then walk to Pier 5

### finis

Walk past the nightwatchman and along the pier. Select the Grappling Hook and use it on the skylight. Once on the roof, use Crowbar to open skylight. Drop down to the warehouse. In the shadows, to the left of the screen, is a Matchbook. Move the cursor around the dark area until you find it. Select your inventory and combine the Matchbook with the Torn Card. Select the skylight again and leave the pier. Make for the Octarine Parrot. Talk to Mankin. Ask him if he knows where Mundy is. Show him the Matchbook, then ask him about lies. He'll reveal Mundy's hiding place. Take the right exit from the bar and go upstairs.





## WALK-THRU

### ACT II – the murder

When the watchmen finally depart the scene, search for the Frayed Rope at the top of the screen. Look at it using the O button. Select Mundy Case from your notepad and use the Frayed Rope clue on Mundy's Boots. This will give you the Hung Upside Down clue. Use this clue on the Message In Blood. The code 3712V will be discovered. Go downstairs. Speak with Mankin. Ask him about the code, then about Mundy being hung upside down. This will raise the topics Cut Down and Boots. Talk to him about both of these to obtain the Coin. Finally ask him about Sapphire, then leave the poor sod alone.



### maudlin bridge



Enter the dressing room (left of stage). Talk to Sapphire. She'll give you the location of the Saturnalia Casino. Travel back to the Wharf. Walk up to Mr Scoplett. Show him the Iconograph, from your inventory. Walk over to the Pseudopolis Yard. Talk to Nobby about Regin's Carriage. Return to the Wharf. Head left and use the Grappling Hook on the Mooring Line, where the Milka was docked. Walk to Maudlin Bridge. Examine the skid marks and collect the Torn Cloth from the railings. Use the Grappling Hook on the river. Head for Saturnalia Casino.

### saturnalia

Talk to the assassin and defend Ilisa. Speak with Carlotta. Have a few words with Whirl the croupier (the guy on the right). Ask him about Sapphire's Cash clue. Use your Purse on Whirl, then ask again. Go back to your office. Go with Al Khal to meet Horst. Talk to Horst about the Golden Sword. Take your leave. Walk back to the Octarine Parrot. Talk to Mundy about Sapphire's cash. Enter the dressing room. Question Sapphire about her losing streak and the secret meeting. Confront her; then return to the Casino. Question Carlotta about the Golden Sword and Milka's cargo. Collect the Shipping Order.



### items cont...

**MATCHBOOK**

Found: Warehouse on Pier 5, Act I.  
Used For: Show to Mankin for Mundy's location.

**COIN**

Found: Get from Mankin in Act II.  
Used For: Opening Tomb in Mausoleum.

**TORN FABRIC**

Found: Maudlin Bridge Railing.  
Used For: Identifying murder suspect.

**SHIPPING MANIFEST**

Found: Given by Carlotta in Act II.  
Used For: Gaining access to the shipping ledger on Pier 5.

**KEY**

Found: On Regin's corpse, Act II.  
Used For: Opening locker in Casino.

**ENVELOPE**

Found: Inside Casino Locker Act II.  
Used For: Nothing.

**CHARM BRACELET**

Found: Inside Casino locker Act II.  
Used For: Bribing Warb the wizard, in order to get vault code.



### regin

Go to Pier 5 and show the Shipping Order to the Watchman. Look at the ledger to gain access to the Guild Of Archaeologists and the Temple Of The Small Gods. Go to Rhodan's Workshop. Talk to Malachite about the Something In The Water clue (under the Von Uberwald subheading). Select your Grapple Hook and make for Maudlin Bridge. After Malachite leaves, examine the body at the front of the carriage. Select the Iconograph, use it on Regin's body. Collect the Key.



### crates



Go to Saturnalia Casino. Talk to Whirl. Show him the Key you found. Take the left exit from the casino to reach the deposit boxes. Use the Key on the boxes. Collect the Lucky Charm and the Envelope. Head back to the Von Uberwald Mansion. Ask to see the Count. Talk to him about Regin's murder, then the Charm Bracelet. Go to Café Ankh. Walk to the left side of the café. Speak to Samael about the Wine Barrels clue (under the Sword heading). Collect the Cellar Key. Go outside the café, to where you got the Crowbar. Use the Cellar Key on the trapdoor. Descend into the cellar. Have a word with Ilisa. Talk to her about the Vanberg Crates clue. She'll ask you to find a hiding place for Two-Conkers. Take a look at the crate behind Lewton. Examine the box of receipts. Go to your office. Pick up the Note from the doorway. Go to Rhodan's Workshop and talk to Malachite about the meeting. Head for the rooftop.

### cells

Say whatever you want during the interview, you're still going down. Wait for the rat to scurry around. Examine the right wall in the cell, until you discover a crack. Move the block to get into the neighbouring cell. Talk to the inventor. Examine north wall. Look at the hole in the wall. Nobby will then appear and let you out. Go to the Patricians Palace. Ignore the guards and walk round to the right side of the building. Look at the wall, then use the Hiding Place clue on it. Finally, select the Grappling Hook and use it to scale the wall. Return to the cellar in Café Ankh. Talk to Ilisa. You'll then get access to the Archaeologists Guild.



### archaeologists guild



Walk over to Laredo Crank. Talk to her, then head over to Horst's Quarters. Tell Horst about Laredo. Return to the Guild and talk to Laredo about Horst.

Examine the bookcase on the right. Move the hinged book. Go through the passage. Walk over to the panel on the wall. Examine it. Leave and go to the casino. Talk to the wizard at Whirl's table. Talk to him about the Unseen University and Unlucky. Then show him the Charm Bracelet. Offer it in exchange for the code to vault 51. Walk to the Guild. Go back through the fireplace and use the Back Passage clue on the panel.

Once inside the vault, select the Code Number clue from Mundy's case. Examine the cabinet containing the urns. Use the Diamond Teeth to cut through the glass. Grab Gold Sword. Leave the Guild.

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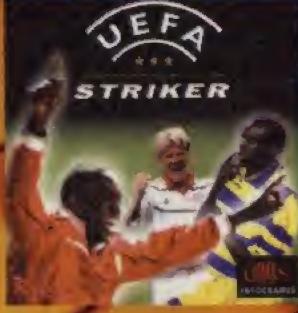
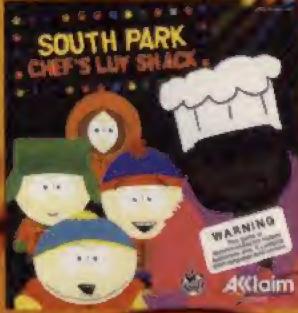
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## WALK-THRU

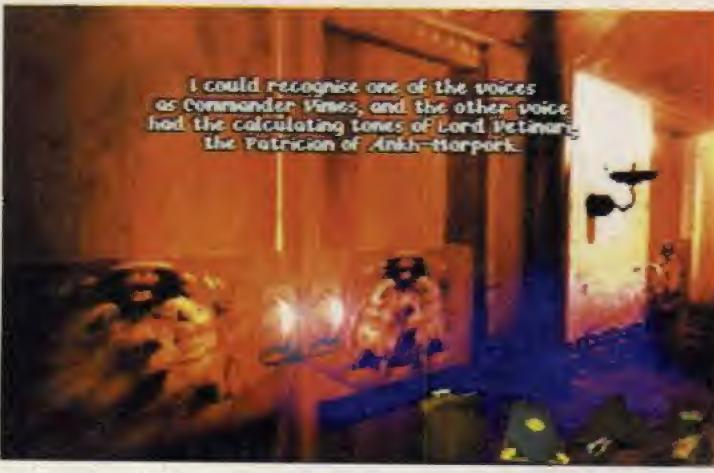
### ACT III - wolfman

Pay careful attention to Gaspode. He'll teach you a lot about being a werewolf. Check out the letter next to the grave. Shift into the werewolf by pressing **□** on Lewton and selecting the wolf icon. Examine the magenta smell to follow it. Walk up to the chalk outline and collect the Moss. Shift back to werewolf. Smell the dark green scent. Select the magenta trail again. Once back at the temple look at the glass, to spot the silhouette. Return to your office and talk to Nobby. When he leaves, take the Crowbar from the centre of the desk.



### patricians palace

Walk to the Patricians Palace. Head for the left wall. Change into the wolf. Collect the scents on the barrels. Select the serial killers scent and use it on the magenta barrel. Go to the Café Ankh. Enter the wine cellar and re-examine the box of receipts. Use the Crowbar on the wine barrels. Go north, to the long corridor. Take the left turn. When you reach a set of double doors, change into wolf. Listen to the conversation. Once back at your office, go to the Octarine Parrot. Examine the notice board on the left wall, to learn about the university job. Enter the dressing room. Shift to wolf. Examine the cyan stench. Change back to human. Take the Perfume. Talk to Mankin and ask about the Merchants Murder clue to gain access to the Merchants Guild. Head for the Von Uberwald Mansion.



### items cont...

**CELLAR KEY**  
Found: Get from Samael in Act II.  
Used For: Opening Cafe Ankh cellar.



**GOLD SWORD**  
Found: Vault 51, Archaeologists Guild, Act II.  
Used For: Killing the bad guys.



**MOSS**  
Found: Outside Casino, Act III.  
Used For: Combine with index cards to find Sewer.



**PERFUME**  
Found: Octarine Parrot dressing room, Act III.  
Used For: Coating Mooncalf's feet.



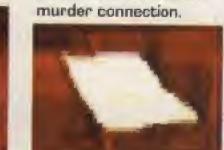
**PENDANT**  
Found: Sewer niche, Act III.  
Used For: Finding the List.



**LIST**  
Found: Inside Pendant, Act III.  
Used For: Tricking Mooncalf.



**FLYER**  
Found: Inside Dysk Theatre, Act III.  
Used For: Combine with index cards to uncover murder connection.



### the library



Enter the mansion and ask to speak to the Carlotta. Whilst the butler is gone, shift into the werewolf. Once the Butler returns, ask to speak to the Count. Select the Moss from your inventory and ask him about it. The Count will give you access to the library below the mansion. Select the Moss again and use it on the index cards to the right of the library, to get the Sewers clue. Use this clue on the index cards. The location of the Sewers will be revealed. Time to go there, methinks.

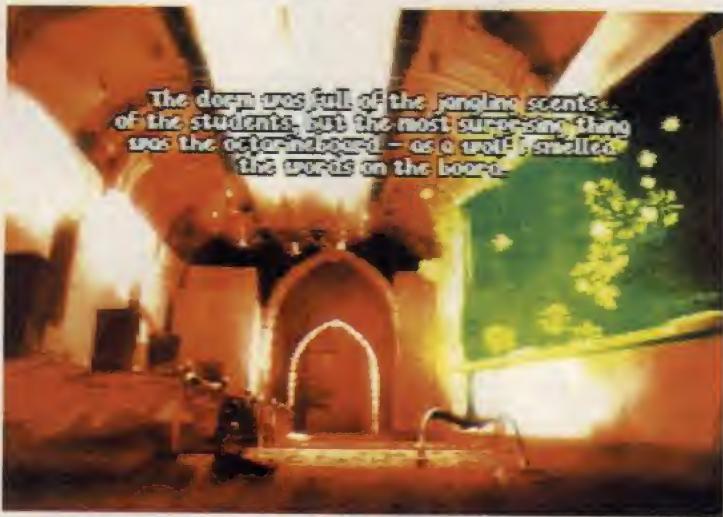
### the sewers

On reaching the sewers, go through the first pipe. Change into wolf. Examine the magenta stench. Follow it onto the next screen. Change to wolf again and follow the stench to the niche. Turn in to Lewton. Examine the debris in the centre of the room. Collect the Pendant. Go to the Patricians Palace and climb the rope. Talk to Two-Conkers about the Pendant. This will give you the Temple Of Anu Anu clue. Go to the Von Uberwald Mansion and use this clue on the index cards, to learn about the torn page. Now it's time to look into the Unseen University.



### unseen university

Make your way to the new hall. Talk to Mrs Fomes about the Bed Making clue (in miscellaneous clues). Take the job and enter the dorm. Look at the board. Change into a wolf and look at the board again. Shift back to Lewton. Open the sturdy Locker. Examine the books inside. Use the Temple Of Anu Anu clue on the board. Go through the left door. Talk to the porter about the murdered wizard. Proceed to Mrs Fomes room. Talk to her about the poisoned wizard. Leave the Unseen University and go to Pseudopolis Yard. Talk to Nobby about the Merchant and Wizard murder clues. Return to the Unseen University. Examine the sturdy locker to find the book on temples has appeared. Use the Pendant on the book to obtain the List.



# DISCWORLD NOIR

## WALK-THRU

### merchants guild

Walk to the Guild and talk to the doorman. Use the Dead Men's Pointy Boots clue on him to discover more about the murder. Leave the Guild and travel to Café Ankh. Talk to Carlotta about the Regin and Malachite murders to find out the Errata clue. Walk to the Von Überwald Mansion. Ask to talk to the Count. Whilst in his presence talk to Death. Use the Merchant Murder clue on him twice, to get some juicy information. Go downstairs to the library. Use the Errata clue on the index cards. Go to the Temple Of Small Gods.



### temple of small gods

Enter the temple and walk left, to find the stained glass window. Talk to Mooncalf about the List you got from the Pendant. Leave the temple and enter the cemetery. Walk to the back of the building (where you earlier traced the scent). Change into wolf and listen to Mooncalf's conversation. Go back inside the temple. Take the right turn and speak to Malaclypse. Ask him about Errata and the True Believers. He'll show you the inner sanctum. Look at the lectern to find the hole. Use the Perfume on Mooncalf's feet. Follow him to the sanctuary and get a clue about Nylonathep.



### sanctuary

From your office, return to the Sanctuary. Search the fresco on left wall. Examine the strange symbol. Interact with it to add symbol to clues. Go to the Von Überwald Mansion. Enter library. Use Strange Symbol clue and Nylonathep on index cards. Go back to Sanctuary. Look at the map of Ankh-Morpork. Use the following clues on the map: Mundy Hung Upside Down, Regin's Murder, Malachite's Murder, Saphia Drowned In Wine, Mathom Poisoned and Gamin Strangled.



### dysk

Go to the Dysk Theatre. Collect the Flyer from the seat on the left. Go to Von Überwald Mansion and use the Flyer on the index cards in the library. This will give you the Eight Great Tragedies clue. Use this on the index cards. Travel to Dagon Street. Use the Crowbar on the boarded up shop front. Enter the window. Search the debris on the right side of the room. Examine the bone you find. Return to Dysk Theatre. Search the stage. Turn into wolf. Change to human. Examine the marks on the stage. Use the Elver Sign clue on the marks. Walk to altar. Use the Eight Tragedies Clue on the Altar. Make your way to Wizard's Pleasance Street. Hide in the bushes



#### TOP TIP

Examine your notepad regularly. Use topics on the pad to question suspects.



#### TOP TIP

If you get stuck, try leaving and revisiting your current location. Some clues are on time release.



#### TOP TIP

Search every location thoroughly. Some objects and clues are well hidden.



## WALK-THRU

### ACT IV – the altar

Search the left side of the green wall to find an inscription. Examine the rubble near Warb's corpse. Collect the Gold Sword. Make like a tree and leave the altar room. Head for the Sanctuary. Talk to Kondo. Examine his body. Take the Amulet. Go to the Von Uberwald library. Use the Nylonathep clue on the index cards to get the Radiant Trapezohedron clue. Walk to the Patricians Palace. Climb up to the cell and use the Radiant clue on Two-Conkers. Get the Star map. Leave the cell and go to the Temple Of Small Gods.



### dagon street



Talk to Mooncalf. Ask him about the Amulet and question him about possible traitors. After he takes a swan dive off the roof, proceed to Rhodan's Workshop. Walk to where Malachite was working. Collect the Plaster-Encrusted Bandages. Talk to Rhodan about Froid and the Bandages. Head for Dagon Street. Go through the door opposite the boarded-up shop. Talk to Froid about the Amulet, then ask about the Gold Sword. Talk about contacts to discover the Gelid clue.

### the observatory

Go to the New Hall. Talk to Mrs Fomes. Head straight for Pseudopolis Yard. Talk to Nobby about Gelid. Go back to the New Hall. Use the Warrant on Mrs Fomes. Go through the door to find the Porter. Examine the bloodstains. Change to wolf. Talk to Satrap. Go over to the telescope and pick up the Astrolabe. Use the Star Map on floor mosaics. You now have to match the constellation. Select the small boring group of faint stars. Look through the telescope to discover the location of Trapezohedron. Leave the observatory and make for Selaachi Mausoleum.



### flight night



On reaching the Mausoleum, use the Astrolabe on the sky to reveal the tomb's location. Move the grotesque. Use Coin on the indentation in the centre of the tomb. Select the Gold Sword from your inventory. Use it on the zombie. Collect the Radiant Trapezohedron. When you return to your office, use the Radiant Trapezohedron to find Horst. Go to Maudlin Bridge. Deal with both Horst and Carlotta. Go to the Patricians Palace and visit Two-Conkers. Talk to him. Go back to the large hole and move the rubble off the platform. Go back to the flying machine. Take the machine onto the roof. Talk to Ilsa. Select the Elver Sign from your notes and use it on the machine. Then launch....



#### TOP TIP

Talk to everyone about everything. The more things you say, the more clues you'll get.



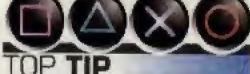
#### TOP TIP

The look button (O) comes in handy if you want to find things without disturbing evidence.



#### TOP TIP

Use objects on people to learn more about them. You'll sometimes get unexpected help.



#### TOP TIP

Don't trust women! Many a man has been dumped into a pit of snakes by a pretty face! This is very true for Discworld Noir.



#### TOP TIP

Turning into a werewolf gets you a different perspective on Ankh-Morpork. Use your smell database in order to compare and track scents.

### the end



Lewton takes to the air on the back of the flapping winged thing.



The laddering horror rises to devour the universe in its gaping maw.



Lewton combines the Radiant Trapezohedron and the Golden Falchion.



After one blast, the terror of Nylonathep is reduced to a thin milkshake.

### items cont...

#### AMULET

Found: Kondo's body, at the Sanctuary, Act IV. Used For: Ask Froid about Amulet to learn of Satrap.



#### STAR MAP

Found: Talk to Two-Conkers, at the Patricians Palace, Act IV. Used For: In the Observatory to find correct stars.



#### PLASTER-ENCRUSTED BANDAGES

Found: Rhodan's Workshop, Act IV. Used For: On Rhodan to find Froid.



#### WARRANT

Found: Nobby, Pseudopolis Yard, Act IV. Used For: Gaining entry to the New Hall (Unseen University).



#### ASTROLABE

Found: On floor of Observatory, Act IV. Used For: In Mausoleum, to discover tomb location.



#### RADIANT TRAPEZOHEDRON

Found: Mausoleum tomb Act IV. Used For: Destroying squirmy tentacle dude.



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## GUIDE



1 OR 2 PLAYERS



MEMORY CARD (1)



ANALOG CONTROLLER



DUAL SHOCK COMPATIBLE



MULTI TAP (1-8)

Publisher: Sony  
Price: £34.99  
Format: UK

# THIS IS FOOTBALL

So **this is football**... well it's certainly not cricket with our handy **hints and top scoring** techniques. All you need in addition is bit of **skill**.



The most realistic players ever seen in a soccer sim...  
PLAY# 56 Play issue 57 is out now and available from most good newsagents  
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## WORLD GAME

Interestingly enough, readers from outside the UK may know *This Is Football* by another name...  
France... Le Monde des Bleus  
Germany... Fussball Live  
Spain... Esto Es Futbol  
USA... This Is Soccer



## TOP TEAMS

### INTERNATIONAL

No real surprises in the international stakes, except perhaps the high rating of England on current form.

RANKING	TEAM	RATING
1	Brazil	72
2	France	71
3=	Argentina	70
3=	Italy	70
5=	England	69
5=	Netherlands	69
5=	Croatia	69

## CLUBS

What's this? We're not sure, but we suspect there are some Arsenal fans amongst the game programmers!

RANKING	TEAM	RATING
1=	Arsenal (England)	69
1=	Inter (Italy)	69
3=	Barcelona (Spain)	68
3=	Bayern (Germany)	68
3=	Juventus (Italy)	68
3=	Lazio (Italy)	68
3=	Manchester (England)	68
3=	Milan (Italy)	68
3=	Parma (Italy)	68
3=	Real Madrid (Spain)	68

## SHOOTING PRACTICE

When near the six-yard box, it's usually best just to tap  $\square$  and direct the shot into the corner - use power and you'll probably balloon it over the bar.

Further out from goal, the key aspect is stopping the power meter in the right place by releasing  $\square$ . There are two markers on the meter: the nearer you stop it to either one, the more powerful your shot will be. For a low shot, stop it near the first marker; for a high one, stop it near the second marker.

Aftertouch can be applied to your shot by holding R1 and using the D-pad to swerve the flight of the ball. This is particularly useful for free kicks.



# THIS IS FOOTBALL

## GUIDE

### HOW TO SCORE

#### GOAL 1: CROSS & HEADER

One of the hardest aspects of the game is learning how to score. Here are the best methods we've found.

#### GOAL 2: SHORT THROUGH BALL

A classic technique, just make sure you apply swerve, otherwise the ball will go straight to the goalie.

1. Sprinting down the wing towards the byline, deliver the cross.

2. Hold R1 and use the D-pad to swerve it away from the keeper.

3. If he misses it, hit □ to knock a header into the unguarded net.

#### GOAL 3: LONG THROUGH BALL

The best way to thread a through-ball past defenders is to aim it diagonally and preferably first time.

1. Playing a simple pass from midfield, hold R1 + X before he receives it.

2. He'll play a first-time through-ball, hopefully getting past the defence.

3. Getting the striker onto it, tap □ and use D-pad to slot it into the corner.

#### GOAL 4: DRIBBLE PAST

The most direct and basic route past the defence is by dribbling. Try using a step-over or knock-ahead and sprint.

1. As the defender approaches for the tackle, hold and release △.

2. The ball is knocked through: batter ▲ to sprint onto it.

3. One on one with the keeper, whack the shot into the onion bag.

#### GOAL 5: GIVE & GO

A good way to get past tough CPU defences. Just ensure your original player isn't offside for the return pass.

1. Pass the ball, then immediately hold X to retain control of the passer.

2. Run him into space between defenders, then release X to return the pass to him.

3. Sprint into the gap, past the defence, for a clear shot on goal.

### TOP TEN TIPS

Turn the radar option on and scale it up to maximum to help you see where all your team-mates are.



It's normally best to use the block tackle to win back the ball, although the other tackles have a longer range.



Don't overuse the slide tackle □ – if mistimed, you'll almost certainly get booked or sent off.

If you get a defender sent off, reconfigure your team to replace him, so there's no hole in your defence.

If an opposing player gets one on one with your keeper, hold R2 to rush out and then dive at the ball.

To clear the ball when under pressure in defence, hit the □ button to hoof it up the pitch.

Hold R1 and use the D-pad to swerve crosses and corners outwards to avoid them going straight to the goalie.

For successful headers, quickly hold the □ or X button, then release it just as the ball comes down.

Diving to try to get a free kick or penalty isn't usually a good idea – if the ref catches you, it's a booking.

Save your position after every Tournament/League match – if you lose a game, reload your old position to replay it!



### SPECIAL TOURNAMENTS

There are some bonus tournaments in the game. Here's how to unlock them.

- Super Team Championship
- Win the World Cup and World Class difficulty level.
- Euro Super League Championship
- Win a League Championship at World Class difficulty level with any European club.



# KPLORER'S WORLD

## KPLORER

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86601DE3 5956  
Infinite Life  
865FB15A 5A5A  
All Weapons Infinite Ammo  
86605756 595A  
165FB166 594F  
All Items  
B66E5756 595A  
165FB18E 594F  
Radar During Evade  
36601DB0 595A  
Never Have Time Bomb  
865FB1B2 595A  
Have Suppressor Active  
865FB1C0 595A  
Ghost Mode  
86601DC0 595A  
86601DBE 595A  
Never Get A Cold  
865FB15E 595A  
All Modes VR Training  
365FA75D 597A  
Walk Through Walls  
8658AE88 ED16  
8658AE86 615A  
Unlimited Time  
86648000 93F2  
SURVIVAL TRAINING:  
Infinite Time Level 1  
866A8AC 595A  
Infinite Time Level 2  
866A0AD8 595A  
Infinite Time Level 3  
866A0C28 595A  
Infinite Time Level 4  
8669A870 595A  
Infinite Time Level 5  
86697E34 595A  
Infinite Time Level 6  
8744DC6EC134  
866A39D8 595A  
Infinite Time Level 7  
86695C70 595A  
Infinite Time Level 8  
86697148 595A  
Infinite Time Level 9  
86698488 595A  
Infinite Time Level 10  
868C9290 595A

### MISSION: IMPOSSIBLE

Infinite Health  
8748E18724CB  
87306731C234  
Infinite Ammo  
37F95DABD298  
Infinite Fire Extinguisher  
378BB33C234  
Infinite Taser  
37183CCCD599  
Infinite Blue Spray  
37381CECD599  
Infinite Time  
878F0891C234  
Infinite Masks  
37294D8BD298

### OMEGA BOOST

Infinite Energy  
87982F6E09E5  
879C2F7209E5  
Have Viper Boost  
376FBA033436  
Full Viper Boost  
87288BDA4535  
Max Machine Level  
3739C8F13238  
37479E133442

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801DC2E8 0022  
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801DC2EA 3322  
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801DC2EC 22F4  
Infinite Flatten & Quake Spell  
801DC2EE 3322  
Infinite Convert & Volcano Spell  
801DC2F0 4422  
Infinite Shield & Battle Arena Spell  
801DC2F2 4444  
Infinite Time  
801E5F90 036B  
All Shaman Spells  
873A6A4C134  
873CDC6C134  
873DA6B8C134  
8740DC6AC134  
8742A6CC134  
8744DC6EC134  
8746DA70C134  
8728CC72C134  
872AC74C134  
Unlock All Levels  
87F28FB3436  
87FABFC3436  
87DEAFC73436  
872EAFCB3436  
87E6AFCF3436  
87E8AFC3436  
87E09FD73436  
87129F0B3436  
87169FD3436  
871A9F33436  
87F8E73436  
87028FB3436  
87068FF3436  
870A8FF33436  
87565F1F3436  
875A5F233436  
873E4F273436  
87424F2B3436  
87464F2F3436  
874A4F333436  
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8662D324 598A  
35FF35001B55  
34FF34001B55  
35FE35011C55  
57B74AB69539  
52FF52F71B55

### PREMIER MANAGER '98

Unlimited Money  
86648BC4 224F  
86648BC2 94F4

**H4: RIDGE RACER TYPE 4**  
Unlock Extra Time Trial  
87CC42AB 3436  
Complete All Time Trials  
87D034382 3536  
87D541B4 3536  
Unlock All Cars  
B79C7838 3535  
175A3482 C134  
8776A433 C234  
Turbo Boost  
772ED964 A134  
870CF5E3 CC34

### RUGRATS

Infinite Health  
86648C23 594F  
Infinite Time  
86629A94 D870  
Infinite Batteries  
3663A778 594F

### SILENT HILL

Saves Always Zero  
8730F8003535  
Infinite Health  
8742004EC134  
3743EFC3C234  
Infinite Ammo  
376EA00DC234

Any Quantity Of Any Item In A Slot  
Note: To use this code, go to item select screen and use L1, R1, L2, and R2 to change the item and its value. You must leave this screen and come back for the item to be changed properly. Please be warned, some items seem to crash the PlayStation, so SAVE before trying.

F7E78276B541  
5747CE5A95B9  
B4F3B4CF1D61  
C4FC54451C99  
330033247E67  
489FF49F285A  
34FB95B5721E8  
B4BCB49C9B59

34F05CC08095  
34FA5B827F7FA  
34FF346FBE56  
845984793CD8  
54DE14DE0979  
587BE87B1B08

34EF64632076  
3499D4991B08  
34F534C11E59  
C0F9C8C85356  
34F334531E55

35FE35011C55

### 35FF35FF1B55

35FF35001B55  
34FF34001B55  
35FE35011C55  
57B74AB69539  
52FF52F71B55

### SLED STORM

Freeze Time

87AB41807135

87EB2006C134

874A215E7135

Enable Open Mountain

Tracks

87107E304137

8730E338373A

Enable Super Snocross

Tracks

8730E14E3F41

Enable Fog Mode

37207F733436

Enable Night Mode

37227F53436

Enable Sergei

374867FB3436

Enable Jackal

374A65FD3436

### RUGRATS

Have All Weapons

876E6AC2C134

87759FC5BC34

Infinite Ammo Weapons

8718C1F7D298

8730A10FD298

8730A117D298

87681127D298

8780F13FD298

8748B107D298

8760111FD298

87580137D298

8744B103D298

872CA10B0298

8734A113D298

875C111B0298

87641123D298

8784F143D298

8774E153D298

87540133D298

Open All Levels

8724CD303049

### SYMPHON FILTER

Tomb Of Seth

87AF1A31D81D

Burial Chambers

8738C1A9081D

Valley Of The Kings

8767F0119081D

KVS

871CA5ADD81D

Temple Of Karnak

87F67465D81D

Great Hypostyle Hall

87480F15D81D

Sacred Lake

874E76F1D81D

Temple Of Karnak Revisited

87F67465D81D

Great Hypostyle Hall

Revisited

87460F15D81D

Sacred Lake Revisited

874E76F1D81D

Tomb Of Semerkhet

87E5C9BDD81D

Guardian Of Semerkhet

874132C5D81D

Desert Railroad

874132C5D81D

Alexandria

879EAE11D81D

Coastal Ruins

871362C5D81D

Pharos, Temple Of Isis

87CD004D0B81D

Cleopatra's Palaces

870B0C6EBC134

870D0C70C134

Catacombs

8773F6E5D81D

Temple Of Poseidon

872AB878C134

872CB07AC134

The Lost Library

8707F895D81D

Hall Of Demetrios

87DE9281D81D

City Of The Dead

87234AA5D81D

Trenches

87C82989D81D

Chambers Of Tulum

8788F5FDD81D

8729E8CC134

8

TOTAL  
GAMES  
NETWORK

## PSX-TENSIONS

## PSX Tensions

joypads memory cards sound systems light guns hardware software gizmos

In an excellent month for PlayStation add-ons, we test-drive two great new steering wheels and aim for the top with a unique laser-targeting light gun.

## FALCON LIGHT GUN

SUPPLIED BY: FIRE  
PRICE: £29.99

At last, a meaningful innovation in light guns! The Falcon is the first one to incorporate a laser targeting system. This makes it much easier to see where you're aiming on screen. In fact, it's such an amazing improvement, it's a wonder no-one's designed a gun like this before.

In addition to the laser (which can be turned off), the Falcon has all the usual features: Guncon compatibility, auto-fire, and auto-reload, plus a plugin foot pedal for ducking/reloading. Plugging in the AC power adaptor, you also get a nice Kickback recoil as the top of the gun slides back and forth. All in all, this is undoubtedly the best light gun on the market.

Overall: **\*\*\*\*\***

## TOPDRIVE REACTOR

SUPPLIED BY: LOGIC 3  
PRICE: £29.99

We reviewed this a couple of months back, but it seems we missed an important feature. The Jogcon-style jogging feedback of the mini-wheel actually works on any Dual Shock compatible game, rather than just Ridge Racer 4. This is a nice feature which increases the Reactor's appeal. We tried it out on F1 99 and the jogging effect came into play when skidding or crashing. The high vibration setting was a bit too much, enough to put you off your steering, but the lower setting was better.

Overall: **\*\*\*\***

## Gizmos

## TRUE 8MB MEMORY CARD

SUPPLIED BY: FIRE  
PRICE: £19.99

Long-time PlayStation owners may remember the compressed memory cards of old, which used data compression techniques to cram in more game saves. Unfortunately, they quickly earned a bad reputation as they had a habit of wiping your previous saves every so often!

Not so the new range of True Memory Cards from Fire, which feature 100% flash memory for complete reliability. The 8Mb version is equivalent to eight standard memory cards, enabling you to save 120 blocks, and is therefore good value for money if you need to save a lot of game positions – don't we all?

It only takes a thousandth of a second to switch between the card's 15-block pages and, as it uses true memory, it's guaranteed not to lose any of your saves in the process. It even has an 'auto page changer' feature which will enable future versions of the Fire Xplorer cartridge (and hopefully also new games) to change the page automatically.

The True Memory Cards are also available in 2Mb, 4Mb, and 16Mb sizes. Uniquely, the 8Mb and 16Mb cards are upgradeable to 16Mb and 32Mb (480 slots); just send them back to Fire with the relevant upgrade fee.



## TOP DRIVE PODIUM

SUPPLIED BY: LOGIC 3  
PRICE: £16.99

If clamping a steering wheel to granny's antique table isn't a good idea, but holding it on your lap is uncomfortable, this is just what you need: a special laptop table for steering wheels! Just sit on the base of the Podium, adjust the table's height and tilt, plonk your wheel on it, and away you go. It's also handy for TV dinners!



## MC2 RACING WHEEL

SUPPLIED BY: MAD CATZ  
PRICE: £59.99

When it comes to steering wheels, Mad Catz are the masters, and their new improved model doesn't disappoint. For starters, it's the most solid unit you could imagine, with a huge sturdy base that makes for excellent tabletop stability. Alternatively, you can use the retractable leg straps on the base of the wheel unit for added comfort when using the wheel unit on your lap.

The level of luxury is unsurpassed by any other PlayStation wheel. The leather-style grips on the wheel give a realistic feel, along with the springiness as you turn it. Even the foot-plate unit is superb, with tilting pedals for comfort and a realistic level of resistance as you push down on them – yes, they push down, not up like on most other units. The wheel includes all the features you'd expect, including Negcon, analog and digital modes. Naturally, there's Dual Shock compatibility for some nice rumble. All the buttons are there and for once they're all easily programmable, so you can alter them to suit any software. You also get two-way paddle switches, which can be pushed or pulled for different effects.

Best of all, the new improved wheel boasts the unique AccuDrive Calibration System. As well as giving a neat visual LED display of your acceleration level during play, this enables you to fine-tune the steering performance to a tee. Not only can you adjust the sensitivity by setting the maximum turning range, you can also alter the deadband: the neutral position where your car steers straight. According to Mad Catz, to combat the poor auto-centring of some other wheels, most games have a huge deadband for analog mode – which normally means you have to turn the wheel a fair bit before you even start steering on screen. To get around this, the MC2 has the unique feature of a negative deadband setting. This counteracts the huge deadband, resulting in a noticeably sharper response when steering slightly.

Quite simply, the MC2 is the nut's nuts. If you've got the cash, this is definitely the wheel to splash out on.

Overall: **\*\*\*\*\***

## TOPDRIVE GTO

SUPPLIED BY: LOGIC 3  
PRICE: £24.99

This cute little wheel earns top marks for trendy design. Its small size (a mere 8 inches in diameter) also makes it less cumbersome and brings down the cost to under £25 – surely making it the cheapest steering wheel on the market.

Okay, so you don't get any foot pedals (although you can buy some to plug in), but the number of features on the GTO is equivalent to larger, more expensive wheels. There are six different control modes: digital and analog versions of Dual Shock and JogCon, plus Negcon with vibration on/off.

The steering isn't very different from a standard wheel. There are only two sensitivity settings, but the higher one should suit most drivers. You get no less than ten action buttons, including two analog ones for acceleration/braking, plus a couple of paddle switches for easy gear changing.

The only slight flaw is that the unit doesn't have a flat base and the two suckers won't adhere it solidly enough to most tables. However, you can fix it more securely with the clamps provided.

Excellent news for racing fans on a budget, the GTO is a real breakthrough in the steering wheel market and represents great value for money.

Overall: **\*\*\*\***

TOPDRIVE GTO



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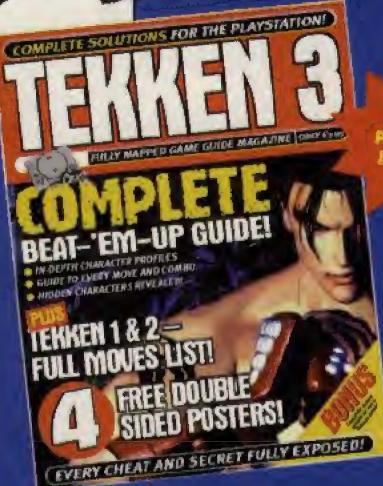
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Gex: DCG (part 2), Need For Speed: RC, Warzone 2100, KKND: Krossfire, Darkstalkers 3, Bloody Racer 2, and Kensei.

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## ISSUE 36

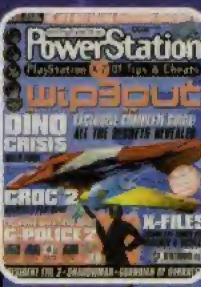
GTA London 1989, GTA original, Hard Edge, Diver's Dream, Anna Kournikova's, Big Air, Trap Runner, Gran Turismo, plus a free 68-page FFVII guide book.

## ISSUE 37

Ape Escape part 1, Driver part 1, CSC: Red Alert, Street Fighter Alpha 3, Colin McRae Rally, and Formula 1 '97. Plus GTA London 1989 secrets.

## ISSUE 38

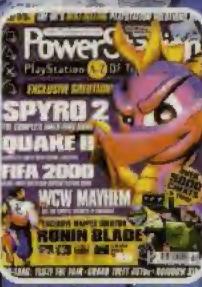
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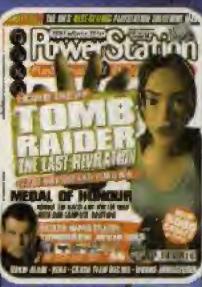
The ultimate Wipeout racing guide, including extra vehicles and tracks. Complete solutions to G-Police 2 and The X-Files. Plus walk-thru guides to Croc 2 (part 2), ShadowMan (part 1), Guardian Of Darkness, and Dino Crisis (part 2). Resident Evil 2 items, weapons and secrets guide.



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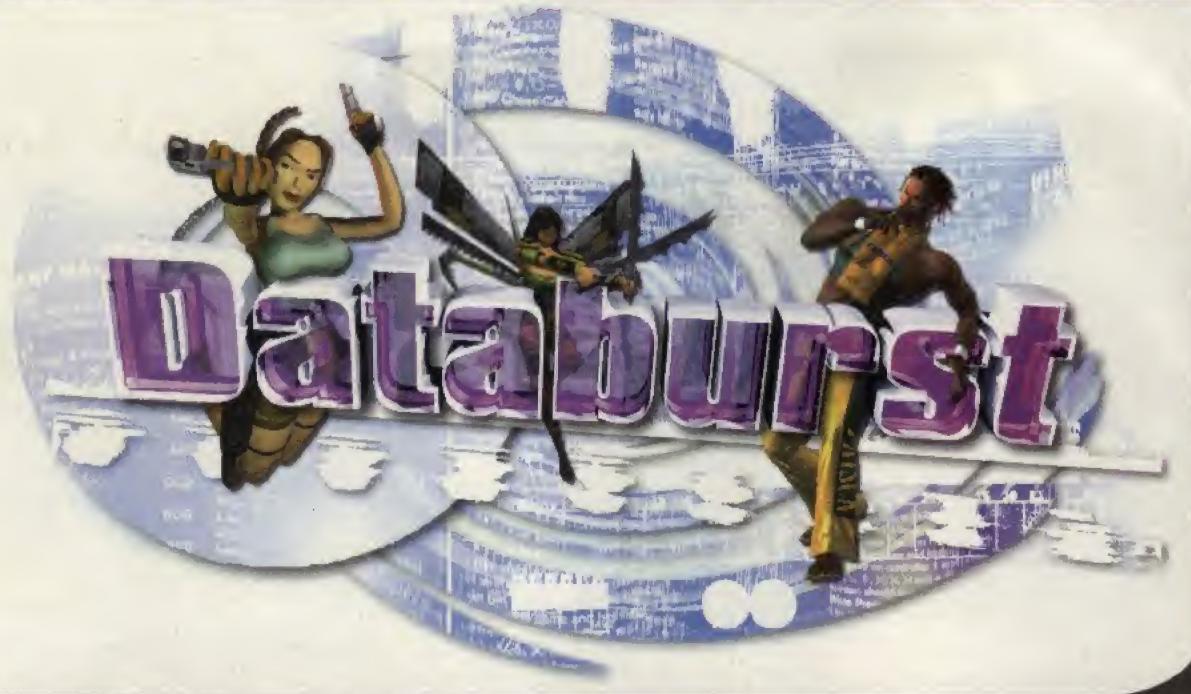
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the biggest database of tips, cheats and codes in any magazine



## 2XTREME

### CHEAT OPTION

Enter the options screen and select Pad Config. Hold R2 and press:  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$ ,  $\times$ . A sound will confirm correct code entry. Now go to the main menu to discover a new Cheat option.

## 3D LEMMINGS

### PASSWORDS

#### FUN LEVEL

LEWISIAN/BLIMMING  
FANAGALO/DRICKSIE  
KURTOSIS/GREGATIM  
WALLAROO/AVENTAIL  
GAZOGENE/JINGBANG  
DIALAGE/BUNIQUINT  
NAINSOOK/YAKIMONA  
FUMITORY/CINGJILLUM  
BESLAYER/ANABLEPS  
QUINQUINX/TARLATAN  
TRICKY LEVEL  
CABUCER/GEROPIGA  
BONTEBOK/EMPYREAL  
LANGLAUF/NANNYGAI  
SARATOGA/QUINTAIN  
MUSQUASH/ZOMBORUK  
SKILLING/WOBEGONE

2XTREME

BINDIEYE/FRAXINUS  
LINDWORM/CURLICUE  
HANEPOOR/IDEMQUOD  
BLANDISH/MALAGASY

#### TAXING LEVEL

CHORIAMB/GARGANEY  
KAOLIANG/MAROCAIN  
OBTEMPER/TASTEVIN  
VELLOZIA/BORACHIO

JACKAROO/COOLAMON  
BANAUSIC/FABURDEN  
RECKLING/MIRLITON  
OPAPANAX/BIMBASHI

CAATINGA/PENSTOCK  
SPRINGAL/BABIRUSA

#### MAYHEM LEVEL

CHORIAMB/GARGANEY  
KAOLIANG/MAROCAIN  
OBTEMPER/TASTEVIN  
VELLOZIA/BORACHIO

JACKAROO/COOLAMON  
BANAUSIC/FABURDEN  
RECKLING/MIRLITON  
OPAPANAX/BIMBASHI

CAATINGA/PENSTOCK  
SPRINGAL/BABIRUSA

#### ANIMATIONS

Enter at the password screen for end-of-game animations:  
SPACEAAA/EGYPTAAA  
ARMYAAAA/MAZEAAA

#### Level Select

LAMPWICK

## ACTUA ICE HOCKEY

### EXTRA TEAMS

On the main menu (Olympic, Friendlies etc), hold  $\square$  +  $\triangle$  +  $\diamond$  for a few seconds to hear a sound effect. Check the teams to find the Gremlin All-Stars and Sheffield Steelers.

## ACTUA SOCCER 2

Enter the following cheats from the main menu:

Gremlin 11... $\diamond$ ,  $\uparrow$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$   
Super Furry Animals .....  
 $\diamond$ ,  $\uparrow$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$   
Ghost Ball ..... $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$   
Beach Ball .....  
 $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$   
Dwarves ..... $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$   
Giants ..... $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$   
Floodlight Failure ..... $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$   
Invisible Players ..... $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$   
Black & White/Colour TV Modes .....  
FC Gremlins

$\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\square$

If you have successfully activated a cheat, a string of text will pop up about 75% of the way down the screen for a couple of seconds.

All cheats have to be explicitly switched off. For example, once you have activated the giants cheat, the players will be giants until you re-enter the cheat. (Active cheats are saved as part of the save game.)

## ACTUA SOCCER 3

### CHEATS

To enter these cheat codes, select the Editor option from the main menu. Then select a custom team and enter any of the names below as the team name. Exit. You'll now find that team in the A53 selection.

#### PREMIERSHIP CLASSICS

Bonus Code .....Gives What?  
SIR MATT .....Busby Babes

SCHEAR CLASS .....Blackburn 94-95

FOREIGN LEGION .....Chelsea 44-99

SCOUSE PERMS .....Liverpool 77-99

BRENNERS BOOT .....Leeds 44-99

TEA TOTAL .....Arsenal 70-90

RAM RAIDERS .....Derby 44-99

WRIGHT BUY .....West Ham 44-99

FRUIT N VEG .....Leicester 44-99

BIT OF CLARET .....Villa 44-99

DOWN THE TOON .....Newcastle 44-99

FASH THE CASH .....Dons 44-99

DELL BOYS .....Soton 44-99

LADY GODIVA .....Coventry 44-99

EMMERSONS WOE .....Boro 44-99

BARBY ARMY .....Wednesday 44-99

MEN IN TIGHTS .....Forest 44-99

DUNCDINDISORDER .....Everton 44-99

DIAMOND LIGHTS .....Spurs 44-99

VALLEY BOYS .....Charlton 44-99

BALO FRITZ .....Ipswich 44-99

EGG CHASERS .....Wigan 78-98

RULE BRITANNIA .....5 Nations

SEX FOOTBALL .....Shearer XXX

TRUE FOOTBALL FANS

I MADE THIS .....FC Gremlins

METAL HEADS .....Cyborg Rovers

GRIM REAPER .....Skellington Utd

OZONE LAYER .....Greenhouse Test

IMPOSSIBILITY .....Maddness Friday

SINK OR SWIM .....Leddbury FC

LEE THE PIG .....Heavenley HTFC

FLAGSTONING .....Fighting Forth

SHUT IT .....Duds Spuds

SHADWELL TOWN .....The Hardmen

CANDY MAN .....Dicks Pick 'n Mix

WIDE BOYS .....Gremlin Staff 1

DOUBLE TROUBLE .....Gremlin Staff 2

CPU SPUD .....Pattis Shandi Men

CHIP BUTTY .....Virtual Blades

SPIT N SPIN .....Actua Soccer Web

YES PLEASE .....Top 50 Babes 1

NO THANKS .....Top 50 Babes 2

SHAME .....Doncaster Rovers

LONDON GIRLS .....Arsenal Ladies

BINMAN .....Food Group

TFF HOBBY .....Boat Racers

NICE GEM .....Rushden

LETS NOT PLAY .....BoreCrust

GRAPHICS CHEATS

CUTOUTS .....Grey Scale Cheat

GANGSTAARS .....Parappa

TOP HATS .....Big Heads

FUN INT SUN .....Beach Ball

CHICKENS .....Headless

DOWN HERE .....Dwarves

BIG DADDIES .....Giants

CALM DOWN .....Scousers

QUICKIES TO TURN ON ALL

CHEATS

PREM CLUBS All Premiership teams

TFF TEAMS .....All the other teams

## ADIDAS POWER SOCCER

### FEMALE COMMENTARY

To go to the in-game options screen by pressing Select during an Arcade match. Now go to the Audio option, highlight Commentary and press the  $\square$  and  $\diamond$  together. If the cheat has worked, you'll have the choice of French, German or good of Blighty babes to offer their uneducated match opinions as the action unfolds. Okay, so it may not improve your performance as such, but it's still a good laugh.

### DREAM TEAM

Select a Friendly match and press  $\square$  +  $\times$  +  $L2$  +  $R2$  on the Tactics screen.

At the top of the screen it'll say 'Dream Team' to confirm correct entry.

## ADIDAS POWER SOCCER '98

First, hold  $L1$  +  $L2$  +  $R1$  +  $R2$  on

the main startup screen, to bring up the cheat entry screen. You

can now enter the following

cheats:

Big Heads ..... $\square\Box\Box\Box\Box\Box$

Hidden Teams ..... $\Box\Box\Box\Box\Box\Box$

Display Credits ..... $\Box\Box\Box\Box\Box\Box$

Extra Stadium ..... $\Box\Box\Box\Box\Box\Box$

Win Match Cheat ..... $\Box\Box\Box\Box\Box\Box$

(Pause game to choose to win any

## UPDATES

# INDEX

THE NEW CHEATS

### How it works

Keep up to date with all the latest cheats and tips from PowerStation. The new additions to our massive database have red titles, so you can spot them more easily. Happy cheating!

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match.)

## THE ADVENTURES OF LOMAX LEMMING

### LEVEL SKIP

During the game press:  $\diamond$ , Start,  $\diamond$  (hold), L1 (hold),  $\triangle$ ,  $\square$ ,  $\diamond$ . Now a number appears left of Lomax. To skip a level, press and hold:  $\uparrow$ , L1, Select + Start.

### HELICOPTER MODE

Note: This only works when the Level Skip cheat is activated. Select the chopper, then press L1 +  $\square$  to fly around the levels. hold L2 or R2 to enter these codes.

## AGILE WARRIOR

### PASSWORDS

Level 2: 5433

Level 3: 0007

Level 4: 1213

Level 5: 1224

Level 6: 7154

### CHEATS

Pause the game to enter the following codes:

#### Invincibility

$\diamond$ ,  $\square$  x4,  $\triangle$  x3,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$  x3,  $\square$

Makes you completely invulnerable to attack.

#### Maximum Fuel & Armour

$\diamond$ ,  $\square$  x4,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$  x3,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$  x3,  $\square$

Gives you full fuel and armour. Very handy.

#### Max Weapons (999)

$\diamond$ ,  $\square$  x4,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$  x3,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$ ,  $\square$

Gives you an unlimited supply of all the weapons.

#### All Missions Available

$\diamond$ ,  $\square$  x4,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$  x3,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$ ,  $\square$ ,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$ ,  $\square$

Enable Ground Crash

$\diamond$ ,  $\square$  x4,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$  x3,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$ ,  $\square$

#### Figures On Display

$\diamond$ ,  $\square$  x4,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$  x3,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$ ,  $\square$

All Missions Complete

$\diamond$ ,  $\square$  x4,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$  x3,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$ ,  $\square$

Select, X, X, X, Select,  $\triangle$ ,  $\triangle$ ,  $\triangle$ , Select,  $\times$ ,  $\times$ ,  $\square$

B1 Airstrike

$\diamond$ ,  $\square$  x4,  $\uparrow$ ,  $\downarrow$ ,  $\triangle$  x3,  $\diamond$ ,  $\uparrow$ ,  $\downarrow$ ,  $\times$ ,  $\triangle$

Brings on the Stealth bomber for a devastating strike.















CJWJM35964/The Catacombs  
50/200%/200%/All/  
MIT174XZKX/Barrels of Fun  
51/200%/200%/All/  
5770MX2CDF/Bloodfalls  
52/200%/200%/All/  
YJLW3PPCPM/Abandoned Mines  
53/200%/200%/All/  
DKKBLMSJG/Monster Condo  
54/200%/125%/All/  
7L3/266DJK/Redemption Denied

#### DUKE NUKEM: TIME TO KILL

##### CHEATS

Note that you don't have to enter them quickly, so just make sure you get each sequence right.

##### LEVEL SELECT

Pause during play and press  $\downarrow$  x9,  $\uparrow$ , then exit the current game. Select the Time To Kill option at the bottom of the main menu, move  $\leftarrow/\rightarrow$  to select a level, then press  $\times$  to begin play.

##### INVULNERABILITY

Pause during play and press L2, R1, L1, R2,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ . Select x2.

##### TOTAL INVULNERABILITY

Pause during play and press R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

##### INVISIBILITY

Pause during play and press L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

##### UNLIMITED AMMUNITION

Pause during play and press  $\leftarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , Select,  $\leftarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , Select.

##### ALL WEAPONS

Pause during play and press L1, L2,  $\downarrow$ , L1, L2,  $\downarrow$ , R1,  $\downarrow$ , R2,  $\downarrow$ .

##### SUPER WEAPONS

Pause during play and press R1, R2, L2, L1, R1, R2, L2, L1, Select x2.

##### ALL INVENTORY

Pause during play and press R1 x5, L2 x5.

##### ALL KEYS

Pause during play and press  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\downarrow$ ,  $\uparrow$ .

##### DOUBLE DUKE

Pause during play and press L2, R2, L2, R2, L2, R2, L2, R2.

##### BIG HEAD DUKE

Pause during play and press R1 x9,  $\uparrow$ .

##### TINY HEAD DUKE

Pause during play and press R1 x9,  $\downarrow$ .

##### BIG HEAD ENEMY

Pause during play and press R1 x9,  $\leftarrow$ .

##### SMALL HEAD ENEMY

Pause during play and press R1 x9,  $\rightarrow$ .

##### ROGUE TRIP FMV TRAILER

Press L1 + L2 + R1 + R2 at the GT Interactive logo during the opening sequence.

##### INTRO SEQUENCE

Pause during play and press Select,  $\uparrow$  x9, Select, L1. The text will disappear and you'll hear a gunshot. Then quit to main menu to see the sequence.

##### VICTORY SEQUENCE

Pause during play and press Select,  $\uparrow$  x9, Select, L2. The text will disappear and you'll hear a gunshot. Then quit to main menu to see the sequence.

##### KILT SEQUENCE

Pause during play and press Select,  $\downarrow$  x9, Select, R2. The text will disappear and you'll hear a gunshot. Then quit to main menu to see the sequence.

##### VIEW CREDITS

Pause during play and press Select,  $\uparrow$  x9, Select, R1. The text will disappear and you'll hear a gunshot. Then quit to main menu to see the sequence.

#### DRIVER

##### CHEATS

On the main menu, enter any of the cheats to reveal them within the Cheats Menu. A sound will confirm correct code entry.

Credits - View team credits

Quickly press: L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1, R2, L1, R2, L1, R2, L1 x2.  
Invincibility - Your car is invincible  
Quickly press: L2 x2, R2 x2, L2, R2, L2, L1, R2, R1, L2, L1 x2.  
Immunity - No police to hassle you  
Quickly press: L1, L2, R1 x4, L2 x2, R1 x2, L1 x2, R2.

Rear Wheel - Rear-wheel steering  
Quickly press: R1 x3, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.

Minis - Tiny versions of the real ones  
Quickly press: R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2 x3.

Note: The collision detection will still behave as if the cars were normal size.

Stilts - High suspension on your car  
Quickly press: R2, L2, R1, R2, L1, R1, R2 x2, L2 x2, L1, R2, R1.

Antipodean - Upside-down view  
Quickly press: R2 x2, R1, L2, L1, R2, L2, L1, R2 x2, L2, R1, L1.

#### ENRGEZ JAP/US

ALTERNATE COSTUMES  
Hold  $\downarrow$  while selecting a fighter at the Arcade mode character selection screen.

FIGHT AS KOUJI MASUDA  
Complete Arcade mode using any male character.

FIGHT AS CLAIR ANDREWS  
Complete Arcade mode using any female character.

FIGHT AS YUFFIE KISARAGI  
Complete Arcade mode as Cloud.

FIGHT AS VINCENT VALENTINE  
Complete Arcade mode as Tifa.

FIGHT AS DJANGO  
Complete Arcade mode using the eight regular non-Final Fantasy VII characters.

FIGHT AS ZACK  
Complete Arcade mode using all the Final Fantasy VII characters.

INFINITE MODE  
Press L1 + Start when 'Press Start' appears at the opening screen.

RACETRACK MODE  
Press R1 + Start when 'Press Start' appears at the opening screen.

EVIL PANEL MINI-GAME  
Start the Battle Panel mini-game and defeat the CPU ten times in a row. Then hold L1 + L2 + R1 + R2 while selecting the Battle Panel option at the main menu.

HIDDEN INTRO SEQUENCE  
Start loading the game but don't press any buttons on the controller. Allow the intro sequence to play four times uninterrupted. Then enter the Movie Player screen. Highlight 'Opening Movie' and press  $\diamond$  to access the new 'Extra Opening' selection.

ELIMINATOR  
You can enter as many of these codes as you want before starting a game.

INVINCIBILITY  
Enter CLEVELADAN as an ID.

FULL PRIMARY WEAPONS  
Enter GUNCRAZY as an ID.

FULL SECONDARY WEAPONS  
Enter MAXMEOUT as an ID.

BONUS LEVEL  
Enter WAKYLEV as an ID.

PINK CADILLAC SHIP  
Enter NEWWHEELS as an ID. Now select Mean Machine as your craft.

TIME PICK-UPS WORTH TEN MINUTES  
Enter WAITABIT as an ID.

EVERYBODY'S GOLF  
REVERSE STANCE  
On the Character Select screen, hold L1 +  $\times$  when selecting a character to change their stance from left-handed to right-handed and vice versa.

MIRROR COURSES  
On the Course Select screen, hold

L1 + L2 +  $\times$  when selecting a course to get a mirrored version.

##### ALL PLAYERS & COURSES

Remove all memory cards and load the game. After selecting 'Yes' on the memory card screen, immediately hold L1 + L2 + R1 + R2 on controller 2 until the title screen appears. When the screen flashes, with those shoulder buttons still held, quickly press  $\diamond$ ,  $\downarrow$  before the logo stops bouncing. You'll hear a whooshing sound if it's worked. All the players and courses will now be unlocked.

#### EVIL ZONE

##### NARRATOR

Finish 1P Battle Mode to receive the extra Narrator option. Go to Options, then choose Extra to find it. You can then change the voice that says "Get Set, Go" etc.

##### GALLERY

Finish the Story Mode with any character to receive their info in the Encyclopedia, and an extra Gallery option (press  $\diamond/\downarrow$  to flick through sketches).

##### PLAY AS BOSS

Finish the Story Mode using three or more different characters to be able to play as the winged boss, Ibadurca.

##### CONGRATULATIONS

Finish all the game modes using all the characters and you'll receive the extra Congratulations option: an FMV sequence.

##### POSES

Seven extra triumph poses are available for each character, awarded one by one when you defeat a certain number of opponents with that character. The more opponents you beat, the more poses you'll be awarded.

#### EXCALIBUR 2555 AD

Press Start to pause the game, then:

##### FULL HEALTH

$\triangle$ ,  $\triangle$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$

##### FULL SWORD POWER

$\triangle$ ,  $\triangle$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$

##### SKIP LEVEL

$\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$

##### SHOW COLLISION BOXES

$\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$

Then select 'Continue' and press  $\times$  to activate the cheat. Or press Start.

Note: You can only enter one cheat at a time, so pause, enter first cheat, unpause. Then pause again and enter second cheat, unpause, and so on.

##### SPECIAL MOVES

Spinning Slice -  $\times$ ,  $\triangle$ ,  $\square$

Roundhouse Swing -  $\times$ ,  $\square$ ,  $\triangle$

#### FA MANAGER

##### SUPER PLAYERS

Enter your name as

RATE\_GOOD\_TEAM (where  $'.'$  = space). Your players will then all have very high ratings (97 or 98).

##### LOADSAMONEY

Enter your manager's name as I\_LIKE\_MONKEYS (where  $'.'$  = space). When you start the season, you'll have a bank balance of nearly £100 million!

#### FADE TO BLACK

Ignore all 'Invalid Code' messages when using them. First, you need to enter the...

##### CHEAT ACTIVATION CODE

$\square$ ,  $\triangle$ ,  $\square$ ,  $\times$ ,  $\square$ ,  $\triangle$

Now leave the password screen and re-enter it. Enter any of these codes to produce the desired effect...

Play All Movies -  $\square$ ,  $\times$ ,  $\square$ ,  $\triangle$ ,  $\square$ ,  $\times$

Infinite Shield Code -  $\square$ ,  $\square$ ,  $\square$ ,  $\times$

Invincibility Code -  $\square$ ,  $\times$ ,  $\triangle$ ,  $\square$ ,  $\square$

Level Select -  $\square$ ,  $\square$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\square$

#### FELONY 11-79

##### ALTERNATE CAMERA VIEW

For a long-distance view, hold Select and press  $\triangle$  during play.

##### ALL VEHICLES

First, make sure you have two controllers plugged in and delete any Felony 11-79 files from your memory card. On the main menu, on controller 2, hold  $\triangle$  and quickly press R1 + R2 + L1 + R2 on controller 2 until the title screen appears. When the screen flashes, with those shoulder buttons still held, quickly press  $\diamond$ ,  $\downarrow$  before the logo stops bouncing. You'll hear a whooshing sound if it's worked. All the players and courses will now be unlocked.

#### FIFA '96

##### SECRET OPTIONS

Pause during play and select Options from the menu. Then enter one of the following codes. You should hear a 'click' if it's worked. Exit the Options, going back to the menu with 'Resume Game'. Press  $\square$  and you should get a secret options menu. You can then use Left/Right to adjust the settings.

Invisible Walls  $\times$ ,  $\times$ ,  $\times$ ,  $\triangle$ ,  $\square$ ,  $\square$ ,  $\square$

Curve Ball  $\triangle$ ,  $\square$ ,  $\times$ ,  $\triangle$ ,  $\times$

Super Power  $\triangle$ ,  $\square$ ,  $\triangle$ ,  $\triangle$

$\triangle$ ,  $\triangle$ ,  $\triangle$ ,  $\triangle$

Super Goalie  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$

$\triangle$ ,  $\triangle$ ,  $\triangle$ ,  $\triangle$

Super Offence  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$

Super Defence  $\triangle$ ,  $\triangle$ ,  $\triangle$ ,  $\triangle$ ,  $\triangle$ ,  $\triangle$

Shoot-out  $\triangle$ ,  $\square$ ,  $\times$ ,  $\square$ ,  $\square$

Stupid Team  $\square$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\square$

Crazy Ball  $\times$ ,  $\square$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\square$

Dream Team  $\square$ ,  $\square$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\square$

These extra codes must be input as before, but to access the new options, quit the game, then go to the 'Options' menu to see them at the bottom.

Invisible Players  $\square$ ,  $\times$ ,  $\square$ ,  $\triangle$ ,  $\square$ ,  $\square$

$\times$ ,  $\square$

Oktoberfest  $\square$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\triangle$ ,  $\triangle$

EA Custom  $\square$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\triangle$ ,  $\square$

Dream Team  $\square$ ,  $\square$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\square$

#### FIFA '97

##### ALTER SHADOWS

Start a match, then go to the instant replay mode. Hold R1 and move the D-pad  $\downarrow$  and  $\downarrow$ . This lets you change the size of your players' shadows. Now exit out of the replay and continue.

##### MOTTY PLAYING

To see John Motson or the EA crew play football, go to a friendly match, choose the USA league and select Dallas or New York.

##### MOTTY SINGING!

Select track 6 on audio CD player.

#### FIFA ROAD TO WORLD CUP '98

##### UNLIMITED PLAYER ATTRIBUTES

On Player Edit Screen, press L1, L2,  $\times$ ,  $\square$ ,  $\times$  for infinite points to allocate skills.

##### INFINITE MONEY

From the main menu, select Customise Squad, then Team Edit. Pick the club side of your choice and press  $\square$ ,  $\times$ ,  $\square$ , L1, L2. You can now highlight the club's money and alter it. Change it to a minus number and you will have infinite money to spend on transfers.

Note: Once you've altered your money, don't toggle the Shirt/Shorts/Socks or it'll return to the original amount.

##### BIG KICKS

At the team selection screen quickly

press R1, L1,  $\downarrow$ ,  $\downarrow$ ,  $\downarrow$ . When you play a match, the kicks will go higher and further.

Note: This only works in Friendly, Road To World Cup, League, and Training modes.

#### THE FIFTH ELEMENT

##### CHEAT MENU

1. Press L1, L2, R2, R1, Select at the main menu - a sound will confirm correct code entry.

2. Select New Game and a cheat menu will appear with level select, unlimited lives & shield, all weapons & items, and FMV sequences.

#### FIGHTING FORCE

##### CHEAT MENU

Hold  $\diamond$  +  $\square$  + L1 + R2 at the main menu. The words 'Cheat Mode' will appear at the bottom of the screen to confirm that it has worked. Go to the options screen and you'll now be able to select invincibility and any stage you want to play.

#### FINAL DODGE

##### ALL WEAPONS & AMMO

Pause game, press:  $\times$ ,  $\triangle$ , L1,  $\uparrow$ ,  $\downarrow$ , R2,  $\leftarrow$ ,  $\rightarrow$ .

##### INVINCIBILITY

Pause game, press:  $\downarrow$ , L2,  $\square$ , R1,  $\leftarrow$ , L1,  $\downarrow$ ,  $\square$ .

##### LEVEL WARP











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5 KGB Headquarters ..EHAUHSURAJMP  
6 Security Hallway ..GOPSISJOWUAN  
7 Underground Sewage Plant ..GGHHSJVVWRML  
8 Security Hallway ..GQORISKTLMAI  
9 KGB Headquarters ..IGCJMJMVMRBL  
10 Russian Embassy ..IQDSNJTOMCI  
11 IMF Headquarters ..IENMUNHONCJ  
12 IMF Headquarters ..IMQPNHNSKSCM  
13 Infirmary ..PBFRQULOPPWDB  
14 CIA Rooftop ..PMGKUPKGSDM  
15 CIA Mainframe Computer ..PJGNOPHGNQDJ  
16 CIA Rooftop ..KEJPPUPSRKEE  
17 Watercol Station ..HDCGFPKGM0BC  
18 Train ..IGILGPMLMYBO  
19 Train ..HOGCFTKQGM0BC  
20 Train Roof ..IGJDGTMMLYBO  
21 Lundkvist Bass ..NGHSMGOTXMG1  
22 Tunnel ..MDEEJGHHVXJH  
23 Mainland ..MKEHTJSSVWJD  
24 Gunboat ..AFQMOJGPVTPG

## MONSTER TRUCKS

### CHEATS

Enter these on the main menu. The cheats need to be re-entered every time you race.

#### Tall Trucks

L1, R2, L2, R1, ↓

Stretches the trucks vertically.

#### No Damage

↔, ↔, ↑, ↓, L1, R2

Your damage meter stays full.

#### Super Grip

↔, L1, R2, R1, ↔, R2, R2, R2

The truck sticks to the road like glue. Checkpoint Lift

L1, L1, R1, R1, L2, L2, R2, R2

Only works for Endurance races: press Δ and a helicopter will come and winch you to the next checkpoint.

#### Extra Strength

L2, ↔, ↔, ↑, ↓, R2

Improves the durability of all the trucks.

## MORTAL KOMBAT 3

### PLAY AS SMOKE

During the opening demo, wait until the Hayden screen appears, then rotate the joystick 360° clockwise until the 'Ultimate Kombat Kode' prompt appears. Quickly enter the kode Dragon - MK - Dragon - Goro - Skull - Goro by pressing: R1, △ x 5, × 6, ○ x 9. You'll hear Shao Kahn say "Outstanding!" and a message will appear to confirm the kode. Now the hidden robe-ninja Smoke is a selectable character in the one- and two-player modes.

### SECRET CHEAT MODE

During the opening demo, quickly press X, O, △, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You'll never win!" Now press Start. When the stone block appears with the word 'Kombat' in red, press Up to access a secret cheat menu.

'Free Play' gives you infinite credits in the one-player mode.

Turn 'Smoke' on to activate him as a playable character without using the Ultimate Kombat Kode. Turn 'Fatality Time' off to give yourself infinite time to perform fatalities.

Turn 'Level Select' on and you'll be able to choose any stage - including the Hidden Portal - from a menu at the bottom of the screen after you choose your fighter.

With 'One Round Match' on, fights will last just one round.

With 'One Hit Death' on, the first player to strike will automatically win the round.

### ALTERNATIVE CHEAT MODE

If you're having trouble accessing the secret cheat mode, here's a simpler version. During the opening demo,

press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the 'One Round Match' or 'One Hit Match' options.

### RANDOM SELECT

Bored with the same old characters? To choose your fighter at random, either player must hold Up and Start at the same time. Ensure that Player 1's selection square is on Shang Tsung and Player 2's is on Liu Kang.

### KOMBAT KODES

When the Vs Screen appears, there are six boxes located at the bottom of the screen that are your doorway to a multitude of hidden secrets. By quickly pressing the High Punch, High Kick and Low Kick buttons a certain number of times, players will activate extra features that range from fighting in the dark to battling undiscovered characters.

### Super Run Jumps

Joypad 1: Tap □ x 3, △ x 2, ○ x 1  
Joypad 2: Tap □ x 7, △ x 8, ○ x 9

### Combos Disabled

Joypad 1: Tap □ 7, △ x 2, ○ x 2  
Joypad 2: Tap □ 7, △ x 2, ○ x 2

### Special Moves Disabled

Joypad 1: Tap □ x 5, △ x 5, ○ x 5  
Joypad 2: Tap □ x 5, △ x 5, ○ x 5

### Fast Uppercut Recovery

Joypad 1: Tap □ x 6, △ x 8, ○ x 8  
Joypad 2: Tap □ x 4, △ x 3, ○ x 3

### Super Endurance Mode

Joypad 1: Tap □ x 2, ○ x 4  
Joypad 2: Tap □ x 6, △ x 8, ○ x 9

### Player 1 Inflicts Half Damage

Joypad 1: Tap □ x 3, △ x 9  
Joypad 2: Tap □ x 3, △ x 9

### Player 2 Inflicts Half Damage

Joypad 1: Tap □ x 3, △ x 9  
Both Players Inflict Half Damage

Joypad 1: Tap □ x 3, △ x 9  
Joypad 2: Tap □ x 3, △ x 9

### Power Bars Slowly Regenerate

Joypad 1: Tap □ x 9, △ x 7, ○ x 5  
Joypad 2: Tap □ x 3, △ x 1

### Real Kombat

Joypad 1: Tap □ x 4  
Joypad 2: Tap □ x 4

### Throwing Disabled

Joypad 1: Tap □ x 1  
Joypad 2: Tap □ x 1

### Blocking Disabled

Joypad 1: Tap □ x 2  
Joypad 2: Tap □ x 2

### Player 1: Quarter Energy

Joypad 1: Tap □ x 7, ○ x 7  
Player 2: Quarter Energy

Joypad 2: Tap □ x 7, ○ x 7

### Player 1: Half Energy

Joypad 1: Tap □ x 3, ○ x 3  
Player 2: Half Energy

Joypad 2: Tap □ x 3, ○ x 3

### No Life Bars

Joypad 1: Tap □ x 9, △ x 8, ○ x 7  
Joypad 2: Tap □ x 1, △ x 2, ○ x 3

### No Fear

Joypad 1: Tap □ x 2, △ x 8, ○ x 2  
Joypad 2: Tap □ x 2, △ x 8, ○ x 2

Gives hints for Midway pinball game

### Theatre Of Magic

Joypad 1: Tap □ x 9, △ x 8, ○ x 7  
Joypad 2: Tap □ x 6, △ x 6, ○ x 6

### Given hints for Midway pinball game

### No Knowledge

Joypad 1: Tap □ x 1, △ x 2, ○ x 3  
Joypad 2: Tap □ x 9, △ x 2, ○ x 6

Displays text message only

### Unlimited Run

Joypad 1: Tap □ x 4, △ x 6, ○ x 8  
Joypad 2: Tap □ x 4, △ x 6, ○ x 6

Run bars stay at maximum for both rounds

### Quasi-Randper Kombat

Joypad 1: Tap □ x 4, ○ x 6

Joypad 2: Tap □ x 4, ○ x 5

Fighters randomly morph into other characters

### Dark Kombat

Joypad 1: Tap □ x 6, △ x 8, ○ x 8  
Joypad 2: Tap □ x 4, △ x 2, ○ x 2

Screen is dark and flashes on briefly when a hit is registered

## Psycho Kombat

Joypad 1: Tap □ x 9, △ x 8, ○ x 5  
Joypad 2: Tap □ x 1, △ x 2, ○ x 5

Combination of both Dark Kombat and Quasi-Randper Kombat

### Play Galaga

Joypad 1: Tap □ x 6, △ x 4, ○ x 2  
Joypad 2: Tap □ x 4, △ x 6, ○ x 8

Play a brief game of Galaga. Three lives, any button fires

### Fight Smoke

Joypad 1: Tap □ x 2, ○ x 5  
Joypad 2: Tap □ x 2, ○ x 5

Winner of first round fights Smoke

### Fight Noob Saibot

Joypad 1: Tap □ x 7, △ x 6, ○ x 9  
Joypad 2: Tap □ x 3, △ x 4, ○ x 2

Play a brief game of Galaga. Three lives, any button fires

### Fight Shao Kahn

Joypad 1: Tap □ x 3, △ x 3, ○ x 3  
Joypad 2: Tap □ x 5, △ x 6, ○ x 4

Winner of first round fights Shao Kahn

## MORTAL KOMBAT 4

### KOMBAT KODES

111-111 Free Weapon  
One weapon drops into the centre at the beginning of the match.

100-100 Throwing Disabled

No throws or bone-breakers.

444-444 Armed and Dangerous

Start off with your weapons drawn.

666-666 Silent Kombat

No background music.

050-050 Explosive Kombat

Last hit causes loser to explode.

222-222 Random Weapons

Start with another weapon at random, rather than default.

123-123 No Power ??

Start off with just a bit of energy above 'Danger' level.

555-555 Many Weapons

Weapons drop all over the stage.

060-060 No Rain

No rain on the Wind World stage.

002-002 Weapon Kombat

Both players never drop their weapons.

012-012 Noob Saibot Mode

Play as Noob Saibot.

020-020 Red Rain

Rains blood at the Wind World stage.

010-010 Maximum Damage

Disabled No Maximum

Damage limit for Kombos.

110-110 Throwing and Max.

Damage Disabled

No Throws and Maximum Damage

Kombo Limit.

011-011 Kombat Zone:

Goro's Lair Play at Goro's Lair

stage.

022-022 Kombat Zone:

The Well Play at The Well stage.

033-033 Kombat Zone:

Elder Gods Play at The Elder Gods stage.

044-044 Kombat Zone:

The Tomb Play at The Tomb stage.

055-055 Kombat Zone:

Wind World Play at Wind World stage.

066-066 Kombat Zone: Reptile's Lair

Play at Reptile's Lair stage.

101-101 Kombat Zone: Shaolin Temple

Play at Shaolin Temple stage.

202-202 Kombat Zone: Living Forest

Play at Living Forest stage.

303-303 Kombat Zone: The Prison

Play at The Prison stage.

313-313 Kombat Zone: Ice Pit

Play at Ice Pit stage.

001-001 Unlimited Run

Get an unlimited Run meter.

321-321 Big Head Mode

The characters have oversized

heads.

### CHEAT MENU

Step 1: In a 2-Player game, enter the Kombat Kode '302-213' at the Vs screen, then quit the game.

Step 2: At the Options menu, highlight 'Versus Screen' and hold Block + Run until the Cheat Menu appears up:

Endings - When activated, you will get to see your character's ending after winning only one match (the first CPU opponent on the ladder is treated as the boss).

Fatalities I - When activated, Hold ↓ and Press HP after "Finish Him/Her" to do your character's first Fatality.

Fatalities II - When activated, Hold ↓ and Press HP after "Finish Him/Her" to do your character's second Fatality.

Stage Fatalities - When activated, Hold ↓ and Press HP after "Finish Him/Her" to perform a Stage Fatality.

Note: If you're fighting on any stage other than The Prison, you will perform the Ceiling Spikes Fatality that is normally only done in Goro's Lair. This also includes the two stages with open skies: Wind World and Ice Pit.

### PLAY AS GORO

Step 1: Finish the game using Shinnok as your character.

Step 2: At the character select screen, choose the 'Hidden' icon. Now move up to Shinnok with your now-invisible cursor, and choose him using Block + Run; you will have actually chosen Goro as your character.

Note: In a 2-Player game, only one player can be Goro. Whichever player performed Step 2 first will be Goro.

### PLAY AS NOOB SAIBOT

Step 1: Finish the game using Reiko as your character. Then in a 2-Player game, enter the 'Noob Saibot Mode' Kombat Kode, then quit the game.

Step 2: At the character select screen, choose the 'Hidden' icon. Now move up to Reiko with your now-invisible cursor, and select him using Block + Run; you will have actually chosen Noob Saibot as your character.

Note: In a 2-Player game, both of you can be Noob Saibot.

### PLAY AS NOOB IN GROUP MODE

To play as Goro in Group mode, first complete Step 1. Now in Group mode, on Reiko's turn, choose 'Hidden' and then select 'Group' the same way you would choose Shinnok in Step 2.

### PLAY AS MEAT

Step 1: In a 2-Player game, keep selecting the 'Group' icon and win 15 matches with it. You will now have played as all 15 of the regular characters.

Step 2: Choose anyone on the character select screen; you will have actually chosen Meat as your character.

Note: If you have completed Step 1 of the cheat to Play as Goro, access Meat with the above two steps before going on to Step 2 of the Goro cheat. You will now be able to play as Goro using the Meat mod.

### STAGE SELECT IN 1-PLAYER

## GAMES

Step 1: Go to the Practice Menu and select the stage that comes before the one you would like to play.

Step 2: Start Practice and Quit. When you go to start a 1-Player game, you will start off at your desired stage.

## MORTAL KOMBAT MYTHOLOGIES SUB-ZERO

Urns Of Vitality Aplenty - NXCVS2

Start On The Fortress Stage - ZCHRAY

[Boosts your experience to 20,000]

A Millennium Of Lives - GTBHR

Take A Look At The Credits - CRVOTS

Wind Level - THWMSB

Earth Level - CNSZOG

Water Level - ZVRKDM

Fire Level - JYPPHD

Prison Level - RGTKCS

Bridge Level - QFTLWN

Fortress Level - XJKNZT

HAVE A RUCK WITH CHINNOK

If you get killed before you reach a checkpoint, hold L1 as you are in your death throes and when you reappear you'll be face to face with Chinook.

### MORTAL KOMBAT TRILOGY

#### ACCESS THE ? SCREEN

Go to the options screen and highlight any of the four boxes. Hold L1 + L2 + R1 + R2 and then hold ↓. If you've done it correctly you will here a 'boom'. You can now access the '?' in the options screen. Here are your selections:



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put them on the free agency list. It won't count as a created player, so you can have all the producers and still make 40 new players.

Amory Wong/Allen Johanson  
Brian Krause/Dom Humphrey  
Daniel Ng/Robert White  
Dan Scott/David Boller  
Sebastian Reinartz/Sheila Allan  
Michael Vanaselja/Casey O'Brien  
Daryl Anselmo/Giovanni Sasso  
Kim Gill/Marc Soderwall  
Greg Allen/Cindy Green  
David Lavielle/Adam MacKay-Smith  
Tracy Damji/Stave Royea  
Crispin Hands/Jeff Mair  
Sam Nelson/Ed Fletcher  
Stan Chow/Tannie Williams  
Michael Klassen/Marcus Lindblom  
Dave Warfield/Ivan Allen  
Brian Wileman/Brent Nielson  
Aaron Grant/Renata Antonic  
Zoe Quinn/Sean O'Brien  
Novell Thomas/Al Murdoch  
Ernie Johnson

#### SECRET CODES

This cheat is dead tricky to activate but worth it. After the game has started and you are at the Game Setup menu, press: L1, X, X, L1, X, □, R1, X, □, R1, O (which should take you to the Credits screen). Then hold (for a second or two) ↓ + △ + □ to activate the secret codes.

Now start the game as normal and, as soon as it starts loading, hold L1 + R1 + ↓ + △ + X + □ + O for as long as it takes for the secret code menu to appear. (Top tip: use a CD case to hold down the four fire buttons.)

1. On the secret code screen, L1 and L2 alter player height up/down. The number is in inches (min = 1.5 feet; max = 12 feet!). Note: Any height greater than 7'10" cannot slam the ball.

To change all the players on the cheat list, you must use a PlayStation Multitap with all controllers plugged in.

2. D-pad ↓ and ↓ control Chameleon mode (flashing colours).

3. Start and Select on controller 1 set the outdoor court on/off. To exit the cheat area and go to the game, press △ + X on controller 1.

#### NBA LIVE '98

##### SECRETS MODE

Start a new game and select any teams. When you reach the User Setup screen (with the controllers on it), press ↓ to change 'Player 1' to 'Start Now', then press X to enter your name. Enter 'Secrets' and press Start to accept it. Press O to access the new Secrets option at the bottom of the screen. Highlight the 'Enter Secret Code' option and press X to access it.

Enter any of the following codes and press Start to make the relevant option appear on the Secrets menu. You can then toggle its setting by highlighting it and moving ←/→.

Note: All codes are saved to memory if the game is saved immediately after entering them.

##### AQUA COURT

Enter 'Seaweed' as a Secret Code. Toggle the Aqua Court option on. The game will take place under water, with warped view and air bubbles, although the players still run around as quickly as normal.

##### HALLOWEEN COSTUMES

Enter 'Scary' as a Secret Code. You can now toggle the Hallowe'en Home option to Clown, Alien, or Mummy, to make the home team play in that costume.

Enter 'Freaky' as a code for the Hallowe'en Away option, then toggle to the desired costume for the visiting

team.

##### TEDDY BEAR PLAYERS

Enter 'Pin rocks' as a Secret Code. You're then asked a question about Pin, choose the 'He's both' answer. The Lovable Pin will now appear in the menu. Toggle it on and press Start and you'll now be able to select an extra Hallowe'en costume (for both home and away teams), called Lovable Pin. Select it to play the game with teddy bears!

##### CHAMELEON MODE

Enter 'Lizard' as a Secret Code, then toggle the new 'Chameleon Home' option to any player or all of them, so that they blend in with the court during the game.

Similarly, for the away team, enter 'Reptile' as a code and toggle the option to the desired player(s).

##### PROGRAMMER FREE AGENTS

Enter 'Prisoner' as a Secret Code to add the secret programmer players (as featured in the hidden teams) to the Free Agent list, so you can transfer them to NBA teams.

##### CREATE PLAYER FEATURES:

###### Eye Patch

Enter 'Eyepatch' as a Secret Code. Return to the main menu and press I to choose Rosters, then New Player. When you go down to the Features option for your player, there's an extra one to give him an eye patch. Monocle

Enter 'Monocle' as a Secret Code. You can now create a New Player with a monocle (that's the Canadian name for a woolly hat, by the way).

##### HIDDEN TEAMS

Press I on the main menu and choose Rosters, then Custom Teams. Enter one of the following city and team name combinations to activate the corresponding team, made up of members of the NBA Live '98 development team.

City	Team
EA	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels
QA	Campers
QA	DBuggers
TNT	Testtubes
	Blasters

#### NBA LIVE '99

##### BONUS TEAMS

Go to the Rosters screen and select the Custom Teams option. Enter one of the following locations and team names to activate the corresponding side containing members of the programming team.

Note: These names are case sensitive, so press R2 to toggle letters between large and small.

City	Name
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels

#### NBA LIVE 2000

##### MICHAEL JORDAN

Defeat Michael Jordan in One-On-One mode at Superstar level to unlock him on the Roster.

##### ISAIAH THOMAS

Get 15 steals in a game at Superstar level to unlock him on the Roster.

#### NEED FOR SPEED

##### LOST VEGAS TRACK

1. Go to the Tournament password screen.
2. Enter TSYBNS as your password.
3. Now go back to the Head-To-Head

game.

4. Cycle through the tracks and Lost Vegas will be selectable.

##### OASIS SPRINGS TRACK

1. The TSYBNS code must be entered first.

2. In Head-To-Head mode, go to the Rusty Springs track.

3. Hold down L1 and R2 together to make it change to Oasis Springs.

4. While holding these buttons press Start to play.

##### WARRIOR CAR

1. The TSYBNS code must be entered.

2. In Head-To-Head Mode, go to the car selection screen and hold down L1 and R1.

3. You should now be able to select the Warrior.

##### RALLY MODE

1. After the TSYBNS code has been input, enter Head-To-Head mode.

2. Cycle through to your favourite track.

3. Now hold down L1 and R1 to see the title change to RALLY MODE.

4. Now press Start to enter a muddy course.

##### NO MERCY MODE

1. Yes, the TSYBNS code triggers this one too.

2. Go to the Head-To-Head screen.

3. Hold down L1 and R1.

4. The option should change to NO MERCY.

5. This turns off the slower car catch-up, giving a fairer race.

##### LUNAR SPRINGS

This newly discovered circuit is another variation on the Rusty Springs course, this time with a lunar landscape!

1. Access Tournament mode and enter the password: SPKSHC.

2. Go back and choose another mode and highlight Rusty Springs on the track select screen.

3. Press and hold △, then add L1 + R1 and select Rusty Springs with X.

##### MACHINE GUN CODE

Choose Head To Head mode.

Immediately after selecting your opponent's car, push and hold L1, O, □, and △, until loading is complete. Now instead having a horn, every time you push up you'll fire an invisible machine gun that clears the way of any cars. This code can be used with one or two players.

##### EXTRA WEIGHT

First go to Tournament mode and enter the password TSYBNS. After this you can continue Tournament mode or quit it. At the car selection screen, select Car Showcase, then Mechanical. From here, select Next Slide. You can now add extra weight to the car you are viewing, shown by a number of red triangles at either end. Press L1 to add weight to the front of the car, and R1 for the rear. This makes your car turn sharper.

##### PASSWORDS

Track 1 ..... WRDARY  
Track 2 ..... ZDPBWN  
Track 3 ..... MTQZP  
Track 4 ..... JVPZL  
Track 5 ..... ZYMLH  
Track 6 ..... WMRPGZ  
Lost Vegas ..... YXGSJ5  
Track 8 ..... KJPQND  
Track 9 ..... SDGWC  
Track 10 ..... SLZD  
Track 11 ..... SPZDFX  
Track 12 ..... ZVGRGX  
Track 13 ..... XJHVCK

#### NEED FOR SPEED 2

##### EXTRA CAR

Enter LILZJP as the password to win the tournament and get the Ford Indigo.

##### EXTRA TRACK

Enter SHOTME as the password to

unlock the extra track, Monolithic Studios.

##### FASTER CAR

Enter POWERUP as the password to get a Pioneer engine. This gives your car improved acceleration in Arcade mode, and better acceleration and top speed in Simulation.

##### MORE CAMERA VIEWS

At the main menu, start the race and hold: L1 + L2 + R1 + R2 + X + △ + □ + O.

Release the buttons when the race starts and you should have nine camera angles to choose from instead of the usual four.

Note: If you restart the race, the extra views disappear.

##### EXTRA VEHICLES

Enter any of the following passwords. Note that the chosen vehicle won't appear in the selection menu - just start the race and you'll be driving it.

Note: These work for player 1. For player 2, simply change the 'ME' in each code to 'U' (eg 'LOGME' becomes 'LOGU').

##### ARMYME

.....Army Truck

##### BUGME

.....VW Beetle

##### BUSME

.....Bus

##### CITME

.....Citroen 2CV

##### CRATME

.....Crate

##### LIMOME

.....Limo

##### LOGME

.....Log

##### MAZME

.....Mazda Miata

##### OUTHME

.....Outhouse

##### QUATME

.....Audi Quattro

##### SEMMIE

.....Truck Cab

##### SNOWME

.....Snow Truck

##### TREXME

.....T Rex

##### VANME

.....Camper Van

##### WAGOME

.....Wagon

##### YJIME

.....Jeep

##### BEETME

.....Trabant

##### BRMRME

.....BMW

##### BNZME

.....Mercedes Benz

##### JEPME

.....Comanche pickup truck

##### LCME

.....Toyota LandCruiser

##### VOVME

.....Volvo estate

##### TRAMME

.....Tram

##### STDAME

.....Stand A

##### STDDBME

.....Stand B

##### STDCMC

.....Stand C

Enter MNBEAM as your user name on the options screen.

##### ENABLE AUTOCROSS TRACK

Enter XCNTRY as your user name on the options screen.

##### ENABLE EMPIRE CITY TRACK

Enter MCITYZ as your user name on the options screen.

##### UNLOCK THE MERCEDES BENZ

Enter AMGMRC as your user name on the options screen.

##### UNLOCK THE JAGUAR

Enter 1JAGX as your user name on the options screen.

##### ADVANCED OPTIONS

Win both Knockout and Tournament on simulation mode.

##### CHEAT CODES

Enter one of these codes after pushing Start to finalise a race, and hold the buttons until the 'Loading' screen appears.

##### Power Horn

Start + Select + L2 + R1 When you're near a car, beep your horn to make him flip out of the way.

##### Heavy Car

Select + □ + X Crash into any car to knock it out of the way.

##### Slow Motion Mode

△ + X + □ + △

##### German Police

△ + L1 + R2

##### Spanish Police

△ + L1 + R2

##### Italian Police

△ + L1 + R2

##### French Police

△ + L1 + R2

##### Acceleration Boost

△ + □ + O

#### NEED FOR SPEED: ROAD CHALLENGE

##### TITAN HOTROD

Enter Hotrod as the username to unlock the Titan Hotrod car in Test Drive, Single Race, Hot Pursuit, and Versus modes. 'Cheat Activated' will appear to confirm correct code entry.

Note: Save game is disabled whilst this cheat is activated.

##### PHANTOM

Enter Flash as the username to unlock the Phantom car in Test Drive, Single Race, Hot Pursuit, and Versus modes. The phrase 'Cheat Activated' will appear to confirm correct code entry.

Note: Save game is disabled whilst this cheat is activated.

##### HELICOPTER

Enter Whirly as the username to unlock the Helicopter car in Test Drive, and Versus modes. The phrase 'Cheat Activated' will appear to confirm correct code entry. Note: Save game is disabled whilst this cheat is activated.

##### TURN SIGNAL AND HEADLIGHTS

Hold L1 and press ▲ or ▼ to activate the turn signals (indicators).

Hold L1 and press ▲ to turn on the hazard lights and press ▲ to turn on the headlights.

##### EXTRA TRACKS

The only method to unlock all the tracks in the game thus far is by opening them up within the Tournament and Special Events modes. By finishing 1st, 2nd or 3rd in Tournament or Special Event race, you open up the tracks for other modes, such as Test Drive, Hot Pursuit, single player and two-player match-ups.

##### EASY CARS AND MONEY

You must own at least one car and have enough money (\$20,000) to buy one. Once you have this, copy the NFS Road Challenge save file to

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# DATABURST

## TIPS & CHEATS

another memory card. While both memory cards are in the PlayStation, select the High Stakes mode (in the two-player submenu). At the beginning of the race, forfeit player 2. When you reach the in-game menu, you should now have two of the same car. Copy the saved game over player 2's memory card again and repeat. Now sell all the cars you've won.

**Note:** Temperamental is the best word to describe these last three cheats for *NFS Road Challenge*. They seem to vary on the car and course selected, so if it doesn't work, try again. If it still doesn't work, chances are it's the wrong combination.

### DASHBOARD VIEW

Press Start to load the race after selecting the game options (track and car selection), then immediately hold  $\triangle + \Delta + \times$  before the loading screen appears. Keep the buttons held until you start the race.

### DRUNK MODE

Press Start to load the race after selecting the game options (track and car selection), then immediately hold  $\triangle + R1 + L2$  before the loading screen appears. Keep the buttons held until you start the race. The screen will become blurred, with ten cars appearing instead of one.

### SLOW CPU CARS

Select Tournament or Special Events mode. Press Start to load the race after selecting the game options (track and car selection), then immediately hold  $\triangle + \square + \circ$  before the loading screen appears. Keep the buttons held until the loading screen disappears.

### NEWMAN HAAS RACING

#### EXTRA TRACKS

On the main menu, hold L1 + R1 for a second, then release. Press  $\triangle + x7, \triangle + x5$  to hear a crashing sound. Now go to select a track and you'll find that there are four extra ones available: Kahuna Massive, Pennsylvania Speedway, Woodhole 200, and Hill Fields 200.

#### TURN CARS INTO BUSES

On the main menu, hold L1 + R1 for a second, then release. Press  $\triangle + x3, \triangle + x15, \triangle + x13, \triangle + x11, \triangle + x14, \triangle + x5, \triangle + x25$  to hear a crashing sound. Now start a race and you'll be driving a double decker bus!

### NFL '97

Enter the following codes on the Team Select screen of Pre-Season mode.

1. L1, L1, L1,  $\triangle$ , L1, L1

Let you play the NFC or AFC Pro Bowl teams against any team in a pre-season match-up.

2. L1, L1, L1, R1, L1, L1

Puts land mines all over the field! Watch your step or you'll be shot into the air and land on your back.

3. L1, L1, L1, L2, L1, L1

Just try and hold onto the ball! Every play of the game, the ball will be fumbled twice.

4. L1, L1, L2, R2, L1, R1

Just try and drop the ball! No fumbles are allowed no matter how bad the player in possession is.

5. L1, L1, L2,  $\triangle$ , L1,  $\triangle$

Just tap the speed-burst button and your player will run at top speed for the rest of the play.

6. L1, L1,  $\triangle$ , R2, L1,  $\triangle$

Whatever team you choose to play with will have the skills of a high-school side.

7. L1, L1, R1,  $\triangle$ , L1, R1

All the players get a boost in size: they're huge!

8. L1, L1, R1, R1, L1, R1

Every player is shrunk down to size.

9. L1, L1, R1, R2, L1, R1

Now's the time to go deep: any QB can throw the ball 100 yards on any Bomb Zone play!

10. L1, L1, L2, R1, L1, L2

Puts the game into super slow mode.

### NFL BLITZ

#### SECRET PLAYERS

Start an Arcade game and, when 'Enter Name For Record Keeping?' appears, answer yes. Enter one of the following names and PIN numbers. If it's worked, you'll hear a bloke say, 'Lights out baby!'

NAME.....PIN

Allen.....7911

Aubrey.....6666

Azpod.....4777

Bert.....8735

Brain.....1111

Brian.....2221

Byron.....1969

Carltn.....1111

Daniel.....0604

David.....3456

Forden.....1111

Franc.....1221

Franz.....8421

Gatson.....1111

Gentil.....1111

Jepple.....5660

Jason.....3141

Jenir.....3333

Jove.....5644

Juan.....6521

Luis.....3333

Mike.....3333

Raiden.....3691

Root.....6000

Sal.....0201

Shinok.....8337

Skull.....1111

Thug.....1111

Turmel.....0322

#### CHEAT CODES

These work just like *Mortal Kombat* codes. On the Team Matchup screen, press the Turbo, Jump, Pass buttons the number of times indicated in the code, then the direction on the D-pad. For example, for '1-2-3  $\downarrow$ ', press

Turbo, Jump x2, Pass x3, then  $\downarrow$ . If it's worked, the name of the code will appear above the icons.

#### Effect

#### Code

Allow Stepping QB 2-1- $\downarrow$

Big Football 0-5-0

Big Head 2-0-0

Fast Passes 2-5-0

Fast Turbo Running 0-3-2

Fog On 0-3-0

Headless Team 1-2-3

Hide Receiver Name 1-0-2

Huge Head 0-4-0

Hyper Blitz\* 5-5-5

Infinite Turbo 5-1-4

Invisible 4-3-3

Invisible Receiver Highlight 3-3-3

Late Hits 0-1-0

Night Game 2-2-2

No CPU Assistance\* 0-1-2

No First Downs 2-1-0

No Head 3-2-1

No Interceptions 3-4-4

No Play Selection+ 1-1-5

No Punting 1-5-1

No Random Fumbles 4-2-3

Power-Up Blockers 3-1-2

Power-Up Defence 4-2-1

Power-Up Offence 3-1-2

Power-Up Speed\* 4-0-4

Power-Up Teammates 2-3-3

Show Field Goal % 0-0-1

Show More Field\* 0-2-1

Smart CPU Opponent\*\*\* 3-1-4

Super Blitzing 0-4-5

Super Blazing 1-2-3

Super Field Goals 4-2-3

Super Passing 2-0-3

Team Big Heads 1-4-1

Team Big Players 3-1-0

Team Tiny Players 0-4-1

Thick Fog On 1-1-1

Tournament Mode\*\* 5-0-0

Turn Off Stadium 2-1-2

Weather: Clear

Weather: Rain 5-5-5

Weather: Snow 5-2-5

\* Two player agreement required.

\*\* Only in two-player game.

\*\*\* Only in one-player game.

#### MORE TRICKS

#### ONSIDE KICK

Hold Turbo + Jump + Pass +  $\downarrow$  after scoring.

Note: You should only use the onside kick (and try to recover it) if you're losing with little time left.

#### EXTRA BLOCKER

Hold Turbo + Jump + Pass while hiking the ball at the start, to put an extra blocker on the line of scrimmage.

#### HIDE PLAY SELECTION

Press  $\triangle$ ,  $\downarrow$  at the play selection screen to remove the cursor (so your opponent can't see which play you're selecting).

### NFL XTREME

#### CHEATS

Go to the Create Free Agents screen and enter the following as player names.

LAMEBOY LENNY - Reverse

Animations

MONKEY MICKEY - Monkey Arms

COINHEAD COREY - Pan Heads

GEORGE GIRAFFE - Giraffe Men

BIGHEAD BOBBY - Bell Heads

SHRIMPY SEAN - Midget's Arms

BIG BEN - Massive Jocks

TINY TOM - Minute Men

### NFL GAME DAY

#### SECRET OPTIONS

As soon as the NFL Game Day logo appears press: R1, R1, L2, L1,  $\triangle$ ,  $\square$ ,  $\square$ , L1, L1, L2, R1, R2, L1,  $\triangle$ ,  $\square$ . This will give you an options screen where you can select several cool things - including turning all players into John Madden, enabling Touchdown Fatalities, and changing opponents into fury rabbits!

#### EXTRA TEAMS

At the opening screen, press the following keys in order:  $\square$ ,  $\square$ , R1, R2, L1, L2, R1, L2,  $\square$ ,  $\square$ ,  $\square$ . Then hold down L1 and R1 simultaneously for about five seconds until the new teams appear.

#### VICTORY SCREENS

At the beginning when the PlayStation logo disappears, hold Down R1, R2, L1, L2 till you want to stop the graphics. This code takes you through all the win/lose screens in the game.

#### CODES

At the password prompt, enter the following (all in uppercase) for various special effects:

**SKELETON** Two skeleton teams playing

in the Bone Bowl

**SNAKE** Two teams of snakes with arms!

**JUICE** Ten-yard speed bursts

**BIG BOYS** Large players (actual size)

**OFFENSE** Better offence

**DEFENSE** Better defence

**STICKUM** Receivers catch almost all the passes

**CANNON ARM** Quarterback has good throwing arm

**PICK CITY** Easy interceptions

**CRUNCH TIME** Hard hits and more injuries

**URNOTREDE** Computer is very hard to beat

**BLITZ** Commercial break

**STEROIDS** Super stiff-arm

**MAYHEM** Defenders injured after hits

**GOOD** Unknown effect

### NFL GAME DAY '98

#### BONUS TEAMS

Press  $\downarrow$  at the team selection screen to access Super Bowl teams for player 1. Press  $\downarrow$  at this screen for player 2. Press  $\downarrow$  again at the

player selection screen to access All-Star teams for player 1 - use L1 and L2 to view more selections. Press  $\downarrow$  at this screen for player 2 - use R1 and R2 to view more selections.

#### CHEAT CODES

Press L1 + L2 + R1 + R2 at the main menu. Then enter each of the following passwords for various amusing effects (if you know what any of the 'unknown' ones do, please write in and tell us):

#### BETTS

Stronger CPU runs

#### BIG FOOT

Stronger kicker legs

#### BLIND\_REF

Less penalties

#### BUSY\_REF

More penalties

#### CPU DEFENSE

Unknown

#### CPU OFFENSE

Unknown

#### CREDITS

View credits

#### CRUNCHY

Unknown

#### DEEP\_GRAY

Unknown

#### EQUAL\_TEAMS

Identical teams

#### FIRE\_DRILL

Move quickly

#### FLEA\_CIRCUS

Small players

#### GD\_CHALLENGE

Increased difficulty

#### GLOVES

Better catches

#### HATCHET

Unknown

#### HORSEMAN

No Heads

#### HUMONGOUS

Large players

#### JACK\_HAMMER

Better stiff arm

#### JUICE

Very fast players

#### LEECH

Better DB coverage

#### LOOK\_MA

No Hands

#### LOUD\_MOUTH

Large players

#### MCMAHON

All-McMahon team

#### NYSE

Unknown

#### PSYCHIC

Unknown

#### QUIET\_CROWD

Unknown

#### REJECTION

Unknown

#### SHO\_OFF

Unknown

#### STRETCH

Unknown





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2. Save the whole game into a brand new block in Save/Load screen.  
 3. Go back to play the Normal GP at class 5 and you should be able to choose only one car (GNADE).  
 4. Choose that car and press Race Start.  
 5. During the countdown (3, 2, 1, Go), press Start and choose Retire. This should let you quit the race without losing a chance.  
 6. Finally, enter the Normal GP again, then choose Class 1. You should now have infinite money. You can buy and upgrade any car you wish.  
 Note: If you repeat all the steps at Extra GP, you'll get the same cheat.

## RALLY CROSS

### SPECIAL PASSWORDS

To be entered as either the Lap/Course Record name or New Season name.

Win Rookie Season - `vet_me [space]`

This is equivalent to winning the Rookie season, giving you four extra cars and access to the Alpine track.

Win Veteran Season - `im_a_pro`

Equivalent to winning the Veteran season, this gives you four more cars and the Gardens and Stadium tracks.

Win All Pro Seasons - `wheeoo`

This is equivalent to winning the normal, head-on, and mixed Pro seasons. You can now select the three pick-up trucks.

Heavy Cars - stone

Makes the cars stick to the road more, hardly jumping into the air.

Lighter Cars - feather

Makes the cars lighter so they bounce around more.

Low Gravity - float

Upon bouncing up, the cars float through the air longer. This completely confuses the CPU opponents.

Sharp Turning - spinner

Lets you turn quicker thanks to more sensitive steering. Keep turning to spin right round on the spot.

Fat Tyres - fat\_tires

Increases the width of your tyres, although this doesn't seem to alter their grip.

No Wheels - no\_wheels

Removes the wheels, so the cars float around the track!

Just Wheels - wheels

Removes the car body, so just the four wheels remain!

No Collision - banzai

Lets you drive straight through other cars as if they weren't there.

No Slowdown - noviscous

You can now keep accelerating through mud/water etc without slowing down.

Normal Gravity - radbrad

This cheat seems to be pretty useless; unless you've just activated the float cheat. All this does is return gravity to normal.

## RALLY CROSS 2

### CHEATS

Enter each of these codes as the player's name when starting a new season. Press X to accept the name, then select a single race.

SISAO Original Rally Cross Oasis Track

ELGNIUJ Original Rally Cross

Jungle Track

FOSTER Little Woods Track

NIVEK Frozen Trail Track

MIT Dusty Road Track

KCIN Rock Creek Track

CIRE Dry Humps Track

BSIRHC Hillsides Track

AIRFILLED Low Gravity

LEADSHOT Original Rally Cross

Game Physics

MOONEY Restore Rally Cross 2

Game Physics

INCORPOREAL Disable

### Collision Detection

MOOBMOOB All Regular Tracks, All

Difficulties & Cars

### UNLOCK DIFFICULTY LEVELS

These player names let you start at the last race of the season with a large point lead. You don't need to finish the race to become champion and unlock the next difficulty level.

PREVET ..... Veteran Level

PREPRO ..... Pro Level

PREALL ..... All Regular Tracks & Cars

## RAMPAGE 2

### PLAY AS RALPH

Enter LVPVS as a password.

### PLAY AS GEORGE & RALPH

Enter SM14N as a password.

### PLAY AS LIZZIE, GEORGE & RALPH

Enter S4VRS as a password.

### PLAY AS MYUKUS

Enter NOT3T as a password.

### PLAY AS ALTERNATE MYUKUS

Enter B1G4L as a password.

### PLAY AS NOOBUS

Enter SRY3D as a password.

### CHEATS MENU

Enter BVGGY as a password. Select

Options, then Cheats for the full cheats menu.

## RAPID RACER

### CHEATS

Input the following cheats on the name selection screen in one-player mode before they become available in the other game modes.

Extra Boats ..... BOA [space]

Makes all the hidden boats selectable.

### Duck Mode

This turns all the boats into giant plastic ducks with engines!

### Hurricane

HURR

Gives you control of The Hurricane, a high-speed vessel that corners like it's on rails. It's got a horrible yellow paint job, though.

### Unlock Day Tracks

DAY

Unlock Night Tracks

NIGHT

Unlock Mirrored Tracks

FRIM

Random Track Generator

FRAC

Win Race

WINR

Quit the race you are playing to be awarded first place.

Day Track Select ..... D\_#

Where # equals the number of the track you want.

Night Track Select ..... N\_#

Where # equals the number of the track you want.

Mirrored Track Select ..... M\_#

Where # equals the number of the track you want.

Porsche Mode ..... BXTR

This enables the Porsche cheat, but it only works if you load in a *Rapid Racer* saved game from a memory card that also contains a *Porsche Challenge* saved game.

## RASCAL

### LEVEL & ROOM SELECT

Enter HOUSE as a password and begin a game. Press R1 during play to select a new level or R2 to choose a room.

## RAYMAN

Note: These cheats may not work on the Platinum version of the game.

### EXTRA CONTINUES

If you have 0, 1, or 2 continues left, when you are at the continue screen, press and release successively on the left controller the following directions slowly (one per second) while Rayman is staggering around:  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$ . You should get ten continues.

However, this doesn't work all the time, so your best bet is to save the game with one continue left, die three times, try the cheat and repeat until it works.

### PICTURE IN PICTURE

Pause the game. While holding down

R2, hit  $\circ$ ,  $\square$ ,  $\leftarrow$ ,  $\square$ ,  $\circ$ .

### NO PAUSED TEXT

While paused, holding down R1 and R2 makes the game paused, press Start to continue graphic disappear!

Excellent for grabbing screens.

### LARGE RAYMAN DEMO

After the Ubi Soft logo, press and hold L1, L2, R1, R2. Then at the animation of rock wall, press and hold Start. Keep holding down everything, but release when screen goes black.

### LEVEL PASSWORDS

Start ..... 38W8Z92W9M

Pink Plant Woods ..... L8W8Z9LW9M

Anguish Lagoon ..... LOWBZH2H2W9M

Swamps of Forgetfulness .....

R2, hit  $\circ$ ,  $\square$ ,  $\leftarrow$ ,  $\square$ ,  $\circ$ . For the next game. This key will then allow you to enter the previously locked door in the wardrobe and enter the hidden wardrobe closet.

In here you'll be able to access an alternative set of tools for your chosen character. Pointless but fun.

### SUN CREST

After the Ubi Soft logo, press and hold L1, L2, R1, R2. Then at the animation of rock wall, press and hold Start. Keep holding down everything, but release when screen goes black.

### WIND CREST

Push the statue off the balcony on the 2F Dining Room and collect the Blue Gem from the shattered remains below. Take this gem to the Tiger Statue Room on the first floor and insert it into the statue's eye socket. This will cause the statue to pivot, revealing the crest.

### STAR CREST

Go to the Armour room on the second floor and then push the two statues over the air vents in the floor. Now press the button on the ground and the display cabinet at the far end will open, revealing the crest.

### WIND CREST

Push the statue off the balcony on the 2F Dining Room and collect the Blue Gem from the shattered remains below. Take this gem to the Tiger Statue Room on the first floor and insert it into the statue's eye socket. This will cause the statue to pivot, revealing the crest.

### STAR CREST

Go to the Large Gallery on the first floor and you'll be confronted by a series of paintings. Visit each painting in sequence starting from the youngest to oldest and press the buttons. The correct sequence is as follows: New-born, Infant, Lively Boy, Young Man, Middle-aged Man and Old Man. Finally, once you've pressed each button, go to the painting at the end and press the final button to obtain the crest.

### MOON CREST

This is by far the hardest crest to obtain and it is found in the Attic. When you get there, you'll be confronted by an extremely large snake. You can either take evasive action and run around it to grab the crest from its nesting ground, or alternatively you can blast it to kingdom come and then grab the crest.

### DOOM BOOKS & MEDALS

Take the Doom Books to the fountain which you'll come to after the underground passage, then go to your inventory, go to 'Check Item' and rotate each book around so that the pages are facing outwards. Now press X and the book will open, revealing the medals needed to drain the fountain and access the lab.

### LOGGING ONTO THE COMPUTER

The log-in name is JOHN. The first password is ADA. The final password is MOLE.

### DISKS & TERMINALS

Disk 1 - Inside the hidden room in Library B.

Disk 2 - Behind the huge rock in Crank Passage.

Disk 3 - On the desk at the Stairs in the laboratory.

Terminal 1 - Inside Private Room A.

Terminal 2 - Inside the Mortuary.

Terminal 3 - Inside Power Maze B

### POWERING THE ELEVATOR

To activate the power to the elevator that will take you down to the final battle with Tyrant, you'll need to visit the power panel in the first room of the Power Maze. Simply go to the southwest corner of the room and restore the power to the darkened areas. Go into the last room of the Power Maze and then use the terminal at the east end of the room - the elevator will now be active.

### CHANGING CLOTHES

It's true, by completing *Resident Evil* with a good ending (whereby you rescue BOTH team members), you will be awarded the Special Key which will be added to your inventory and saved in preparation

## RESIDENT EVIL 2

### RANKINGS

After beating each scenario your performance will be rated by a grade from A to F. This is determined by both the time taken and the number of saves used.

For a top ranking, try not to save more than ten times in each scenario. Your ranking is also affected by the use of the special infinite ammo weapons (see 'Cheats') - you won't get an A grade if using one.

### CHEATS

#### Alternate Uniforms:

Start the first scenario on the 'Normal' difficulty setting. Head for the police station, but without picking up any items. If you do this, the two zombies in the park outside the station will vanish, and a new one will appear below the steps outside. Does he look familiar? He should do because the new zombie is none other than Brad Viscers, the STARS pilot who airlifted Chris and Jill to safety at the end of the first game.

Brad has now been transformed into a super-zombie who takes 20 hits to kill - so enter the station to grab some more ammo. Return and kill 'Brad', then search his body to find the Special Key. Take it to the save room next to the Dark Room and use it to open the locker containing alternate uniforms.

There's a cowgirl one for Claire, featuring a rapid-firing six-shooter; and two for Leon, one of which enables him to shoot one-handed. **INFINITE AMMO WEAPONS** Each infinite ammo weapon will appear in the next game after the first chest is opened, and is accessed by completing scenarios (on Normal difficulty) within time limits in the following order:

**Rocket Launcher:** Complete either Claire or Leon's first scenario in under 2.5 hours with an A or B ranking.

**Getling Gun:** Complete either character's mission B in under 2.5 hours, with no saves, no first-aid sprays, and an A or B ranking.

**Machine Gun:** Complete either character's second scenario in under 3 hours with an A or B ranking.

**Rebecca Chamber Picture** If you search the desk on the left side of the STARS office, you'll be told, "It's trashed, someone must have searched it." However, you can search it repeatedly (about 50 times) until a roll of film is found. Now take this to the Dark Room to see a picture of Rebecca in a basketball uniform.

### PLAY AS HUNK & TOFU

1. You need 8 free blocks on your memory card.

2. You need to play the game four times, one for each character's two scenarios, in less than 3 hours with an A or B ranking; ie don't save more than three times (and don't use any first-aid sprays if you want an A ranking). NO special weapons may be used at this point (but you can later).

3. Save each game separately on the memory card - don't overwrite.

Play CLAIRE A as above. This will save as LEON B. Save on Memory position 1 on memory card.

Play LEON A. This will save as CLAIRE B. Save on Memory position 2.

Play CLAIRE B, loading from

Memory position 1. This will save as CLAIRE A. Save it on Memory position 3.

Play CLAIRE B, loading from









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any all phrase

to play the game as the respective character's sub-boss. Although some aren't great variations on the original character, it's still good for a laugh!

### HEIHACHI MISHIMA

The final boss block is slightly harder to obtain. You must complete the game in under five minutes, 30 seconds without continuing.

### DEVIL KAZUYA

To access Devil Kazuya in Arcade mode, you must complete the Galaga loading game with a 'Perfect'. To do this, you have to blast all eight levels of the game without missing a single craft. To assist you, try blasting the first wave in less than 18.5 seconds to receive a duel-craft for double the firepower. You can also practice each wave by pressing Select after it has finished to repeat the stage again - however, by doing this, you won't be able to obtain the Devil.

### DUAL GALAGA CRAFT

To obtain two Galaga crafts, press and hold  $\triangle$   $\times$  on the second control pad as you switch on your PlayStation. You won't be able to use this cheat for the Devil.

## TEKKEN 2

### CHOOSE A POSE

You can determine which of the two victory poses your character performs. After you've won a bout, press and hold  $\square$  or  $\times$  (right through the replay) to get the first;  $\circ$  or  $\triangle$  to get the second.

### MORE POSES

Six of the fighters have a third finishing pose after winning a fight: Law, Paul, Michell, Jack 2, P Jack, Kunimitsu, and Kuma.

Simply hold both kick buttons down, from the moment you win the fight, right through the replay to the end.

### FIRST-PERSON PERSPECTIVE

1. First of all you must obtain all the hidden characters in the game.  
2. Go to the character-select screen.  
3. Hold down the L1 and L2 buttons and select your character in the normal manner.

4. Now your fighter will appear as a wire-frame model.

5. When the fight starts, the view will change to a first-person perspective.

### BIG-HEAD MODE

1. Acquire all the hidden characters in the game.  
2. Start again but hold down the Select button when you select your fighter.  
3. Keep it held down until the round begins.

4. You should now see that your fighter's head has been blown up!

### SKY MODE

If, having obtained all of the secret characters, you press  $\downarrow$  + Select when choosing a character, lo and behold you will enable SKY MODE! You must hold down this button combination until the fight actually starts, at which point you will hear a 'punch' sample to confirm that the cheat has been activated. Basically it allows you to fight à la Mortal Kombat, with certain upercut-type moves resulting in your opponent flying high up into the sky. For some reason it works with sweeps as well.

Note: This particular cheat also enables Big Head Mode 1.

### BIGGER-HEAD MODE

1. First perform the Big-Head Mode cheat.  
2. If you're playing in arcade mode, hold down Select when you reach the continue screen.  
3. Your head and arms will now be bigger than ever before!  
4. If playing in Vs Mode, go back to the character select screen and hold

Select again whilst choosing a fighter for the same effect.

### PURPLE KAZUYA

1. All the secret characters must be accumulated first.

2. Start a new game and highlight Kazuya.

3. Now hold down Start while selecting him.

4. He'll now fight in his third, purple costume.

### THOUGHT BUBBLES

1. Play in practice mode.  
2. Leave your character alone for a while.

3. You'll now see thought bubble appear above his or her head.

### OBTAINING KAZUYA MISHIMA

1. Acquire all the sub-bosses by completing the game using the ten original fighters.

2. Play through using a sub-boss.

3. Once completed, Kazuya will be added.

### DEVIL & ANGEL

To obtain this duel character, complete the game with Kazuya.

### SELECT ROGER/ALEX

1. Get to the Devil or Angel...  
2. Start a new game with any character and when you reach the third fight, defeat your opponent on the last round with only a particle of energy left.

3. If you do it right you will hear the word 'Great' and the next fight will be against Roger or Alex. Beat them.

### THEATRE MODE (JAPANESE VERSION ONLY)

View the Tekken 2 endings at your leisure!

1. Unplug the second controller.  
2. You must have all the available characters stored in your memory card.

3. Load up the game. When the words 'Namco Presents' appear, press  $\downarrow$ ,  $\uparrow$ ,  $\square$ ,  $\times$ , and Select - holding the last four down when you press them. It's tricky as you need to enter this sequence quickly before the words disappear.

4. If unsuccessful, the game will load the normal opening intro. Try again.  
5. If successful, you'll be taken to the Tekken 2 Theatre. Here, you can scroll down the list of FMV endings (and openings!) and play any one of them.

Note: After about 10 seconds or so of inaction, this mode will exit automatically, so keep moving around if you plan to stay.

### TAUNT OPPONENT (JAP VERSION ONLY)

When you have won a battle against your opponent, press  $\downarrow$ ,  $\uparrow$ ,  $\square$ ,  $\circ$  and your character will jeer in Japanese.

### WIN WITHOUT FIGHTING (JAP VERSION ONLY)

Highlight Option mode and hold down R1, then tap  $\square$ ,  $\circ$ ,  $\triangle$ ,  $\times$ ,  $\square$ ,  $\circ$ . Start a one-player game and when you begin the fight, hold R1 + L2 to automatically win the battle.

## TEKKEN 3

### SECRET FIGHTERS

#### Kuma

Complete the game in Arcade mode.

#### Julia

Complete Arcade mode twice.

#### Gun Jack

Complete Arcade mode three times.

#### Mokujin

Complete Arcade mode four times. Mokujin is a wooden man/woman who randomly adopts the fighting style and moves of other characters.

#### Anna

Complete Arcade mode five times. Bryan

Complete Arcade mode six times.

#### Heihachi

Complete Arcade mode seven times.

#### Dgre

Complete Arcade mode eight times.

#### True Ogre

Complete Arcade mode nine times.

#### Panda

Highlight Kuma on the character select screen and press  $\square$  or  $\times$ .

#### Tiger

Complete Arcade mode with all 18 other characters (Kuma/Panda count as one). Then highlight Eddy at the character selection screen and press  $\triangle$ .

#### Doctor B

Complete Tekken Force mode four times, then defeat Doctor Boskonovitch when he appears. You can then select him in Arcade mode. His secret underground cave stage will also be unlocked.

#### Gon

There are two ways of obtaining Gon. You can either complete Arcade mode using Doctor B, or you can defeat Gon in the secret Tekken Ball mode. To use Gon in Arcade mode, move the cursor either left or right off the character select screen.

#### COSTUME CHOICE

Each fighter has two standard costume variations: press either punch button for one; either kick for the other. Obviously, if you both choose the same fighter in two-player mode, you'll automatically be given different costumes.

#### SECRET COSTUMES

Some of the fighters have a third costume, selected by pressing Start to choose them on the character select screen. However, to unlock secret costumes for each character, you have to play them a certain number of times in Arcade mode (without pausing and choosing 'Reset'). The quickest way is to set the timer to 20 seconds, battles to one round, and allow yourself to be defeated, then choose not to continue.

#### Kiryu

To see her in school uniform, you have to play her 50 times in Arcade mode.

#### Jin

To make him don rugby-style top and stripy trousers (school uniform?), play him 50 times in Arcade mode.

#### Anna

She gets her high-fashion white outfit, complete with hat, after you've played her 25 times in Arcade mode.

#### GUN JACK

To see him in his earlier 'Jack-2' form, you only have to play him 10 times in Arcade mode.

#### SECRET INTROS

There are two alternative martial arts demonstration intros.

Finish the game with the ten main characters to view an intro with fighters demonstrating martial arts moves in their 2P costumes. Obtain all the secret characters to see an intro with alternative fighters (Panda, Dr B, Heihachi etc) and costumes (Xiaoyu and Jin in school uniform).

#### TEKKEN BALL

View the endings of the ten main fighters to unlock this special mode, which lets you play a kind of beach volleyball using fighting moves!

#### THEATRE MODE

To unlock this mode, you have to view the ten main character endings.

You can then view all the endings you've acquired so far.

To access the additional Sound and Disc options, you have to view all the endings for the extra fighters, including Tiger. Note that some characters have shared endings, so you only have to complete the game with one:

Yoshimitsu/Doctor B, Kuma/Panda, Ogre/True Ogre.

The 'Sound' option allows you to listen to all the music, while 'Disc' lets you insert the Tekken 1 or 2 disc to view the endings from the earlier games!

#### SCHOOL BACKGROUND

You must first acquire either Jin or Xiaoyu's school uniform by playing them 50 times in Arcade mode. Then select a two-player Vs game and choose the uniform by selecting and confirming Jin/Xiaoyu with  $\triangle$ , BEFORE your opponent selects his fighter. They'll be fighting on a school yard background.

#### CHOOSE WIN POSE

After winning any bout, note which button you used for the final move. Then press and hold it to activate a particular winning stance. There are four poses for each fighter - one for each button ( $\triangle$ ,  $\square$ ,  $\circ$ ,  $\times$ ).

## TENCHU

### GEORGE STOBARD POCKETS

Press  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$  whilst holding the R2 button on the item select screen. This will increase your carrying capacity to 99.

### SECRET ITEMS

Press  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$  whilst holding the R1 on the item select screen to unlock the secret items.

### MORE GEAR

Press  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$  whilst holding down L2 on the items screen. This gives you bottomless pockets.

### HEALING PROPERTY

Pause the game during a mission and press  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$  to restore your character's health.

### ACCESS ALL AREAS

On the mission selection map, press  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$  whilst holding R1. All the missions in the game will now be available for you to play.

### AYAME SEXY ARMOUR

1. Choose Ayame as your character. Go to the inventory screen and use the Secret items cheat: hold R1 and press  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$ .

2. Release R1, then press  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$ . If it's worked, the armour will automatically be selected.

3. Now press Start and have a good gander at Ayame's cheeks!

### PATTERN SELECTION

On the Select Stage map, hold L2 and press  $\square$ ,  $\square$ ,  $\triangle$ ,  $\triangle$ ,  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$ . You can now select from different guard patterns.

### DEBUG MODE

Pause during play, hold L1 + R2 and press  $\downarrow$ ,  $\downarrow$ . Release L1 + R2 and slowly press L1, R1, L2, R2. The word 'Pause' should disappear, but the game will still be paused. Press Start to resume play, then L2 + R2 to make the Debug menu appear.

### TWO PLAYER BATTLE

Enter the Debug Mode cheat: pause during play, hold L1 + R2 and press  $\downarrow$ ,  $\downarrow$ . Release L1 + R2 and slowly press L1, R1, L2.

R2. The word 'Pause' should disappear, but the game will still be paused. Press Start to resume play, then L2 + R2 to make the Debug menu appear.

Select the Layout Enemy option, then Add, choose any enemy, and assign it to Pad 2. Select Layout Enemy again and choose Go. Run far enough away from your previous position so that when you return, the created enemy will have reappeared. It will now be controllable from controller 2, so you can have a two-player battle. You can even create several enemies in one go, to be controllable from Pad 1 and Pad 2, for mad team battles! Or you can create dogs for fighting, or cats and rats for racing.

## TEST DRIVE: OFF ROAD

Enter the following driver names for extra tracks and cars:

FRIENDLY	Dirt track
SANDDUNE	Pharaoh's Curse track
CRAZY	Send Trap track
ELITE	Under Construction track
SNOWMAN	Snowball Express track
ALLTRACK	All tracks available
FIFTY	Hot rod
LOWRIDER	Stock car
BEEFY	Monster truck
SPRINTER	4X4 buggy
DAVON	No Clipping Mode

## TEST DRIVE 4X4

These codes can only be entered on the High Scores screen. And to do that, you must complete any track with a time that is fast enough to rank in the top 10 (check the high scores screen for times to beat). Once you've finished a race, and the time you've achieved is fast enough to receive a high score you must quit the game. The loading screen will then come up and you will be able to enter your name. Or rather, you can enter one of the following cheats:

SAUSAGE - Open Secret Cars  
KNACKED - Open Mirrored Tracks  
WHOOOSH - Turn Horn Into Nitro Acceleration

MICROMRC - Turn Cars (including opponents) Into Micro Cars

## TEST DRIVE 4X4

### ALL CARS & TRACKS

Hold Select and press L1,  $\downarrow$ , L2,  $\downarrow$ , L1 x2 at the main menu.

### SCHOOL BUS

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press L1,  $\downarrow$ , L2,  $\downarrow$ , x2, L2 x2, R2. A noise will confirm correct code entry. Start the race and you'll be driving the bus.

### ICE CREAM VAN

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R2, L2 x2,  $\downarrow$  x2, L2 x2, R1. A noise will confirm correct code entry. Start the race and you'll be driving the ice cream van.

### BLACK WIDOW TRUCK

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R1, L2 x2,  $\downarrow$  x2, L2, L1. A noise will confirm correct code entry. Start the race and you'll be driving a pick-up with blacked-out windows.

### VIEW PROGRAMMERS

Select the reversed Mojave track for a race (if you haven't unlocked it yet, use the All Cars & Tracks cheat). At the start of the race, turn around and drive in the wrong direction. Go to the right of that large sand dune and keep driving, through the false back-wall, to













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Note: These are some of the games we intend to cover in the next issue. However, we reserve the right to alter the contents.

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